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A MONTHLY JOURNAL

OF

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AND

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VOL. VIII.

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The Westminster Papers.

1st MAY 1875.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE attention of English Chess players, during the past month, has been transferred from the metropolis to the country. In London, save a blindfold assault by Mr. Blackburne upon ten members of the City of London Chess Club, some matches at the minor clubs, and the progress of the match between Mr. Potter and Mr. Fenton, nothing has occurred to break the even tenour of the Chess player's way. The blindfold séance calls for little remark, Mr. Blackburne's prowess in these peculiar performances having long ago exhausted our stock of superlatives, so that the varying fortunes of Messrs. Potter and Fenton have been the main topics of metropolitan Chess during the last few weeks.

Some little discussion has also arisen regarding the resignation of Mr. Bird from the committee of the City of London Chess Club, chiefly, it is said, because he is opposed to the infliction of an annual fine upon some prominent members whose contributions are necessary to the complete success of the Universities' Chess Match. Mr. Bird's consideration for these gentlemen does not appear to be shared by his colleagues, but as we know nothing of the opinions held by the persons most nearly interested, we have not formed any of our own on the subject of controversy. We think it is much to be regretted, however, that a Chess player of Mr. Bird's eminence should have retired from the only representative Chess Club we have now in London.

In styling the City Club representative, we must not forget the claims of many excellent Chess associations scattered over London, whose members, without any desire for public repute, are doing good service in extending a knowledge of the game. Among these, a new society, quite recently formed, at Brixton, bids fair to take a very prominent place. Since the 22nd March, when the Endeavour Club contested and won its first public match against the Gresham, its members have successively defeated the Knight Class of the City Club, the strongest players of the Bedford, and, finally, a picked team of the old established Bermondsey. Of the latter performance—a most creditable one for a young association—we have been favoured with the particulars, and we give, at length, the names of the players who took part in it, and their respective scores :—

ENDEAVOUR.	Won	Lost	Drawn
Mr. Koenigs...	1	1	0
„ Wilson ...	0	1	0
„ V. C. Peyer	1	0	1
„ E. C. Peyer	0	1	0
„ Kindell ...	2	0	0
„ McLeod...	2	0	0
„ E. E. Peyer	0	0	2
Rev. H. J. Alcock, M.A.	0	1	0
Mr. Izard ...	1	0	0
„ Keene ...	2	0	0
Total	9	4	3

BERMONDSEY.	Won	Lost	Drawn
Mr. Beardsell	1	1	0
„ Keates ...	0	1	1
„ Watts ...	1	0	0
„ Dawkins	1	0	0
„ Powell ...	0	2	0
„ Monk ...	0	2	0
„ Cooper ...	0	0	2
„ Hutley ...	1	0	0
„ Barker ...	0	1	0
„ Witham...	0	2	0
Total	4	9	3

Two Chess Meetings of importance have been held in the provinces, one on the 17th ult., at Liverpool, the other on the 24th, at Sheffield, and both appear to have been eminently successful. The meeting at Liverpool was the result of a challenge proceeding from the Club of that City to the Manchester Club, but the cartel was subsequently extended to all the players of Manchester, and the members of the Union Club of that City were "counted in" in the fight. The players assembled at the Palatine Restaurant, in Cable Street, and the match, which was continued from three o'clock in the afternoon until ten at night resulted in a decisive victory for the Liver-pudlians. Thirteen players on each side took part in the Tourney, and the following is the full score :—

MANCHESTER.

	Won	Lost	Drawn
1. Mr. Baddeley	0	2*	0
2. Mr. Wright	1	1	0
3. Mr. Coupe	1	1	0
4. Mr. Simon	1	0	1
5. Mr. Steinkuhler	0	1	0
6. Mr. Fish	2	0	0
†7 { Mr. Wood	0	1	0
†7 { Mr. Burnett	0	1	0
8. Mr. Schlesinger	0	1	1
9. Mr. M'Clellan	0	2	0
10. Mr. Grübe	1	0	1
11. Mr. Goulden	0	1	1
12. Mr. Tarrant	1	1	0
13. Mr. Lewis	1	1	0
Total	8	13	4

LIVERPOOL.

	Won	Lost	Drawn
1. Mr. Schull	2*	0	0
2. Mr. Gazale	1	1	0
3. Mr. Joynson	1	1	0
4. Mr. Genn	0	1	1
5. Mr. Burn	1	0	0
6. Mr. Penny	0	2	0
} 7. Mr. Allaire	2	0	0
8. "Nemo"	1	0	1
9. Mr. Wellington	2	0	0
10. Mr. J. Soul	0	1	1
11. Mr. C. Soul	1	0	1
12. Mr. Kidson	1	1	0
13. Mr. Ferguson	1	1	0
Total	13	8	4

Liverpool won	13
Manchester won	8
Drawn	4

From the account obligingly forwarded to us we learn that:—

The combatants were selected according to supposed approximate equality of play. Most of the games were very closely contested, and were played with great skill and care on either side. In all, twenty-five games were played, of which Liverpool won thirteen, Manchester eight, and four were drawn. The games throughout were watched with great interest, especially the one between Mr. Steinkuhler, the honorary secretary of the Manchester club, and Mr. Burn, which, after lasting four hours, terminated in favour of the Liverpool player, who, towards the close, formed a combination which ended the game brilliantly in his favour. A return match will be played in Manchester on some future day, when the Liverpool club will have to fight warily and well if it is to reap fresh laurels from its worthy antagonists.

The gathering at Sheffield was the twentieth annual meeting of the West Yorkshire Chess Association, and was held at the Imperial Hotel, under the auspices of the Sheffield Athenæum Chess Club. Between fifty and sixty members of the Association attended, and tournaments having been arranged, and the players divided into classes, play commenced at noon. An entrance fee of half-a-crown from each player formed the prizes, but to these the Sheffield Club added four guineas for the first, and two guineas each for the second and third classes. The prizes varied in amount from £3 10s to five shillings. During the progress of the various matches an adjournment was made, and the players and visitors sat down to a substantial "tea" under the presidency of Dr. J. C. Hall of Sheffield. Dr. Hall, who is president of the Athenæum Chess Club, gave a hearty welcome to the visitors on behalf of the members of his Club, and congratulated the meeting on the presence of Mr. Thorold and Mr. Blackburne. Mr. T. W. Field said he had been deputed by the members of the Halifax Chess Club to invite the Association to that town, on the occasion of their next meeting, and the invitation having been cordially accepted, the play was resumed, after a vote of thanks to the Chairman. The following is the result of the matches in the several classes for which, as well as other particulars, we are indebted to the kindness of Mr. Watkinson of Huddersfield, and Mr. White of Leeds.

First Class.—Mr. Finlinson beat Mr. Cockayne; Mr. Thorold beat Mr. Godwin. In the second round Mr. Thorold beat Mr. Finlinson, who divided the first and second prizes.

Second Class.—Mr. White beat Mr. Cockman; Mr. Robinson beat Mr. Walton; Mr. Marks beat Mr. Champion; Mr. Stokoe beat Mr. E. Brown. In the second round Mr. Marks beat Mr. Robinson, and Mr. White defeated Mr. Stokoe. The prizes were divided between Messrs. Marks and White.

Third Class.—Mr. Craven beat Mr. Field; Mr. Walton beat Mr. Brearley; Mr. Bennett beat Mr. Pickard. The game to have taken place between Messrs. Gaunt and Taylor was withdrawn. In the second round Mr. Craven beat Mr. Walton, and now the game will be concluded by Messrs. Craven, Bennett and Taylor playing off in Leeds, as they had not time to play longer in Sheffield.

Fourth Class.—Mr. Ash beat Mr. Trickett; Mr. T. Brown beat Mr. Shaw; Mr. Davy beat Mr. Dunne; Mr. Dyson beat Mr. Grace. In the second round Mr. Dyson defeated Mr. Davy, and Mr. Ash, Mr. T. Brown. In the third round Mr. Ash beat Mr. Dyson.

We direct the special attention of readers interested in problems to the article by Herr Berger in the present number. It has hitherto been too much the fashion to ignore such complaints as these when they appeared in foreign publications, but notwithstanding that we are fully sensible the reproduction of this article

* The second of these games was left unfinished by Mr. Schull, and by mutual agreement was finished by Mr. Burn on his behalf.

† Mr. Burnett did not arrive in time for the first game with Mr. Allaire, and his place was taken by Mr. Wood.

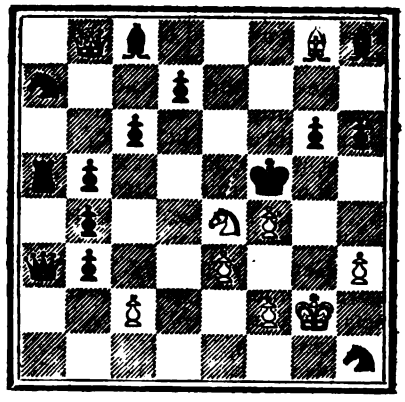
can do little towards rectifying the mistakes of the past, we cannot allow such an indictment as Herr Berger presents against our national sense of fairness to pass without attention. We can at least protest to our foreign brethren that any favouritism in awarding the prizes in an English tourney would be repudiated by the great body of English Chess players. We fully believe for our own part that on this occasion there existed no desire to show favour, but we cannot wonder that the extraordinary blunders brought to light since the adjudication, for which not the slightest regret has to this moment been officially expressed, should have begotten a want of confidence in the minds of foreign competitors to whom the members of the committee are mere names. If the award has been made without a sufficient examination of all the problems, or without previous compliance with the regulation providing for their publication, let the mistake be admitted, and whatever may be thought of our capacity for conducting problem tourneys there can be no blot upon the traditional reputation of Englishmen for fair play.

Our review of the Kohtz and Kockelkorn collection is crowded out this month from unusual pressure on our space. In referring to this work we take occasion to correct a blunder, through which, in last month's number, a problem by Herr Kockelkorn was included in Herr Kohtz's set.

Our readers will please substitute the problem in the margin for No. 623, and our reviewers will kindly take notice that it is included in the solution and review competition.

PROBLEM. No. 650.

BLACK.



WHITE.

White to play and mate in five moves.

As all our problem contributors and solvers read the "Chess World," we may say here that the award of prizes for the past twelve months' Solution and Review Tourney will be made in our next number, and we may also set forth our programme for the next competition of this kind. After careful consideration of the suggestions we have received from correspondents, regarding a modification of our plan of conducting these tourneys, we have decided to adopt those made by Mr. Nash, to the extent of giving more prizes, and reducing the period over which the competition shall extend from twelve to six months. We will also, as Mr. Nash desires, state briefly the standard points upon which our judgment of the merit of these Reviews is based. In the first place, as regards sound problems, the solution of the problem under review should be complete in the principal variations, and all the possible modes of play for the attack should be indicated in a way to show that the position has been analysed, and not merely solved according to the conditions. The review founded upon this analysis should be consistent with it, and be an entirely fair comment upon the composer's work, according due notice to the novelty of the idea, or the ingenious rendering of an old one, and, of course, the reverse where the problem provokes it. The construction of a problem is, we think, of less importance than the idea, when the idea is a great one, either from its novelty or its beauty; but as problems of that kind are not common, to say the least of it, the construction should be considered with reference to the necessity, or otherwise, for the number and power of the pieces employed.

In reviewing unsound problems, one solution differing from the author's, or, as it may be, an analysis showing the impossibility of the solution required by the conditions, will be sufficient; but in the case of double solutions, the author's own should be set forth by the reviewer, in order that he may earn the full marks. To sum up the foregoing, the points considered are these:—1. Thorough analysis of the position. 2. Fair comment upon the composer's work. 3. The soundness of the critic's judgment upon the construction of the problem. 4. The discovery of unsound problems, and completeness of proof that such inaccuracies exist.

For the best solutions and reviews, in accordance with the foregoing standard, of the problems published in the WESTMINSTER PAPERS from the 1st May to the 1st November next inclusive, we offer the following prizes, or in each case, other Chess Books of equivalent value. 1st prize.—Any four volumes of the WESTMINSTER PAPERS. 2nd.—A copy of Mr. Wormald's Chess Openings, containing a selection of the Author's problems. 3rd.—A copy of Messrs. Pierce's Collection of Problems, with the Supplement thereto. 4th.—A copy of Mr. Long's Key to the Chess Openings; and 5th.—A copy of Mr. Cook's Synopsis of the Openings.

The first edition of the last-named book is, we understand, nearly all sold, so that all who are desirous of securing a copy of an excellent and popular little treatise should apply to the publisher without delay.

THE BRITISH PROBLEM TOURNEY.

TRANSLATED FROM THE GERMAN OF J. BERGER OF GRÄTZ.

SINCE the appearance of my first article on this Tourney (See WESTMINSTER PAPERS Dec. 1874) the special prizes have been awarded by the judges, and the names of the lucky winners have been published. By adopting this course, the judges have shown a determination to adhere to the ninth rule of the programme, which provides that the publication of their decision shall place that decision beyond appeal; and the Tourney may consequently be regarded as at an end. Such a determination can be easily accounted for under the circumstances. The judges appear incapable of such a noble action as resigning their offices in favour of others, more competent and industrious, and have therefore resolved to meet the attacks of criticism with an appeal to the rule referred to above.

I may, however, continue my comments, even in the face of accomplished facts, and I regret to say that further consideration of this award has not induced me to mitigate the censure it has already provoked.

Generally speaking, Herr C. Schwede's well-founded judgment cannot be impugned. I should myself have awarded the first prize to the set, "Look after the Cáby," if my choice had been restricted to the eight sets which obtained prizes, but I cannot help saying that an "International" tourney is very poor wherein offences against the laws of beauty and even naturalness can be ascribed to problems deemed worthy of the first place. No. 3 of this set affects one disagreeably from the imperfections in the main variation, from a piece unnecessary at the end, and from the presence of a White Bishop to be accounted for only by the promotion of a Pawn. In No. 5 White captures the Bishop, and afterwards two Pawns, before the elegance indispensable to prize problems is developed, and finally the finest problem of the set, No. 4, strongly reminds me in the main variation of a prize theme in the Rhenish Tourney of 1863, so that even in this perfectly constructed problem there is some fault to be found.

These defects are to be regretted, because in this set there is manifested great variety of ideas, skill in construction, and much care as regards accuracy.

The famous author of the set, "Ultima Thule," undoubtedly displayed the greatest mastership in the working of the materials he selected, and the most striking feeling for beauty of any of his eight competitors. But probably being aware of the advantage of correct work on this occasion, he has come forward with things much too simple, and too generally known, leaving them without ornamental variations of any importance. Under such circumstances I do not wonder that the judges have given the preference to "Look after the Cáby," and I think, moreover, they might have placed "Why so, prithee?" before "Ultima Thule." "Why so, prithee?" in fact, contains more originalities, although beauty appears to have been less considered, and Nos. 2 and 5 of that set must be pronounced almost perfect. I am convinced, from my own experience, and from the opinions of two problem masters of standing in Austria, that No. 5 is very difficult, and I must defend No. 2 against Herr Schwede's judgment, which, in this case only, differs from my own. The reproach that the main variation, being alone interesting, the idea is out of proportion with the pieces employed, would be justified only in cases where a solution is effected by "threatening" moves. But here we have to deal with a series of quiet moves very skilfully conceived, a forced mate accomplished without any "threatening" whatever, and all involving a beautiful variety of ideas. Compositions of this kind are very uncommon, and they are at the top of the art in our days. The force of both attack and defence must necessarily be minutely calculated in such problems as these, and they are the very opposite in problem art to such unæsthetic bravura pieces as Nos. 1 and 3 of "Hoc ardua."

To ask for the employment of all the officers in the mate position of problems which execute in three moves a forced mate full of variations would really be demanding too much, but for all that I fancy the composer in this case would have gladly dispensed with the Pawns at K R 2 (White) and K R 6 (Black), and placed a White Bishop on K square if the move 1 K to R 3 had not thereby been left open to the defence. A review of this problem from the above stand-point might, I think, convince Herr Schwede, as well as other connoisseurs, that I do not oppose *a tout prix*, but that I am justified in seeing special qualities in this problem. No. 4 of this set calls for no observation, being similar to the others in style, but simpler, and of less elegance.

As regards the other sets, I give the preference to "Auf wiedersehen," before "The best laid schemes,' although the latter includes a two and three move problem, each very difficult, and both of great merit.

The author of "Auf wiedersehen" has well considered the laws of elegance and beauty, while these have been, in some degree, at all events, ignored by the author of "The best laid schemes." I can conclude this review when I say that the White R at Q B 8 in No. 5 of "Alls well that ends well" is superfluous, because, after the moves 1 R to Q R 5, Kt takes R; 2 Kt to B 7, K to Q 5; 3 Q takes B P ch, K moves; 4 Q to K 5 ch, K to B 3; White needs not the R on account of 5 Kt to Q 8 mate.

After careful reflection, and assuming for this purpose all the problems to be correct, I should place them as follows:—

1. Look after the Cáby
2. Ultima thule
3. Why so, prithee?
4. Auf wiedersehen
5. The best laid schemes
6. Alls well that ends well
7. Hoc ardua vincere docet.

If the now well known incorrect problems had been thrown out, five prizes would have been available for distribution, of which "Auf wiedersehen" would have been entitled to the first, for there is no justification for disqualifying the set on the ground of imperfections in some of the variations.

As I cannot concur with the decisions of the judges in the cases of the sets, neither can I approve of their award of the prizes for single problems, more especially as all the correct single problems of the disqualified sets are unknown to the public. On the contrary, I am bound to say that those decisions which first became known, and which therefore appear to have been the most readily given, suggest the gravest imputations against the knowledge, taste, and perhaps impartiality of the judges.

It is known that a problem of Herr Kling's (see WESTMINSTER PAPERS, June 1873) has been declared to be the best two-move problem. Now I have never been able to discern the qualities in which this problem can be pronounced the equal, not to say the superior, of many others in the Tourney. Is it that the Queen's move to Q R square is considered to be more concealed or better hidden than her leap to Q R 7 in No. 1 of "The best laid schemes," or does the prize problem present a larger number of variations than No. 1 of "Quid si prisca?" or is the notion of its superiority founded upon the fact that one and the same piece always checkmates, while in others almost all the pieces employed find their turn in contributing to that end. I resist the thought that in this case the much-lauded "sealed envelope" proved an insufficient protection to the other competitors, and rest my case on the incapacity of the judges. Problem composers who do not want to see their creations ignored will take a note for all time of the names of the following members of the Committee:—J. W. Abbott, S. S. Boden, P. T. Duffy, J. Lowenthal, R. Ormond, F. L. Slous, H. Waite, R. B. Wormald, and H. S. Young.

[We cannot allow this grave indictment to pass without correcting a mistake into which the able writer of this article has most naturally fallen in the absence of any official explanation. We are in a position to state that Mr. Duffy took no part in the deliberations of the committee for many months prior to the award of the prizes, and that he was in America at the time the award was made; that Mr. Ormond had left London to reside in Newcastle (some 300 miles distant), and Mr. Slous had resigned his place on the Committee long before the adjudication, and that Mr. Boden from the pressure of more important avocations, and Mr. Wormald from severe illness, were both unable to take any active part either in the examination of the Problems or the distribution of the prizes. The places of these gentlemen were filled by others, whose names are not now before us, and by whose assistance the examination of the Problems, barely begun by their predecessors, was eventually completed. It is understood, however, that some of the substituted were in their turn, from causes which have yet to be explained, unable to devote much time or energy to the task they had undertaken, and that in fact the Tourney, like the Laureate's river, would have run on for ever but for the exertions of Messrs. Abbott and Potter to bring it to a conclusion.]—ED. WESTMINSTER PAPERS.

The decision of the judges in respect of the three-move special prize, although it may excite some controversy, is neither so plainly erroneous, nor so suggestive of suspicion as their judgment in the case of "Imagine." But in a composition declared to be the best three-move problem contributed to a great Tourney, the idea being expressed by "threatening" moves (as in this case by 1 Q to B 6, threatening 2 B to Q 3 ch, and 3 Kt to B 4), we have a right to expect thorough purity in the mate, and a most economical use of strength in the pieces employed. Exceptions to this rule should only be allowed when there is undoubted originality in ideas, or where the mate is accomplished by subtle and quiet moves. There is in this proplem, however, a complete absence of the first-named quality, and the Rook at K 6 performs but a passive part in any case, while it is wholly unnecessary in the main variation. Such deficiencies should only be overlooked when we have nothing better, which however was not the case here, as for instance the three-move problems in "Es is ja so schwer," and "Wenn die Hoffnung."

Altogether, it is at least singular that the best problems of the Tourney should be found in sets the other contents of which are admitted to be erroneous.

The author of the best three move problem, notwithstanding his great reputation, has, on this occasion, produced but one correct four move problem, and that of comparatively small value, while he has completely overlooked that his two move problem can be solved in two different ways.

I have nothing to say against the award of a special prize to No. 4 of "Look after the Cáby," so far, at least, as I have any knowledge of the other four move problems in the competition—and perhaps in this case the judges have been successful. But it is impossible to pronounce a final opinion upon this jury's doings and dealings without some knowledge of the unpublished problems, or an opportunity for verifying their analysis of those declared to be incorrect. I know already of a few of these unpublished problems, but I shall not go into that part of the subject until I have been furnished with more materials in the case, and that

I leave to the competititors themselves, who, if not too disgusted with the affair can, by publishing their problems, assist us in arriving at the full truth.

I feel induced to add one episode to this chronicle of the mystic dealings of the jury. The WESTMINSTER PAPERS, in the December number, contained an abstract of my first article, and stating that much of my criticism was based upon a supposition that the jury's decisions were influenced by the dual move theory, corrected me by the information that the Committee had repudiated that theory almost immediately after its adoption. This statement of the WESTMINSTER PAPERS, given with perfect courtesy, I willingly take note of, but I regret to say that, coming forward *post festum*, it does not satisfy all the doubts prevailing in this matter. The rescinding resolution cannot have been known to the English Chess Press, for only a few months ago the *Illustrated London News* explained to a correspondent that it was probably owing to some such defects as dual moves that Mr. Grimshaw's superior problem failed to obtain the two move prize. The extract from my article contained in the WESTMINSTER PAPERS (which plainly did not convey the whole meaning of my essay), was replied to in the *City of London Chess Magazine*, the writer professing that my analysis of No. 4, "Hoc ardua," was generally doubted in London, and asserting that the set "Es is ja so schwer," which I had pronounced to be correct, contained a problem which admitted of two solutions.

If I have to deal here with a mercenary * of the Committee who has undertaken the ungrateful task of whitewashing its members in the eyes of their countrymen, I am not at all inclined to meddle with him. If it is an official statement from the judges I beg to protest against such means being used for warding off inconvenient criticism. Without myself being a competitor, I have been induced, not for the sake of the German competitors only, but in the interest of all, to expose the indisputable irregularities which have blotted this great Problem Tourney, and I am conscious of having devoted to the task much diligence and straightforwardness. The analysis at foot of No. 4, "Hoc ardua," as well as the refutation of the pretended second solution to *Es is ja so schwer*† are not the only witnesses of what I say. There is no justifying Tourney regulations which, from the beginning, sanctions faults in the judges, and which render it possible that problems unfit for publication shall receive prizes while good ones may be disqualified on account of the slightest errors. I protest, once for all, against the impudence which attempts it.

The *Chess Magazine* held out a hope that the jury might appear before the public with a report. I believe myself it is their bounden duty to do so, as the competitors are desirous of knowing the motives which prompted their decrees and actions. For instance, it is desirable to know why the publication of the sets was suddenly stopped? Why no notice was taken of the inaccuracies in the prize problems made known between the date of their publication under mottoes and the revelation of the authors' names? Why the resolution about dual moves was permitted to reach the public eye, while notice of its repeal was withheld for such a long time? It is desirable to know by what standard "Hoc ardua" and "Alls well" were measured, and the points, if any, in which these sets are considered superior to "Auf wiedersehen?"

Upon what principles can No. 1 of "Imagine" and No. 3 of "Where's the Master?" be proved the most precious pearls of the Tourney? Was the remarkable likeness between a problem of "Hoc ardua," and an old theme of Healy's discovered by the judges, or did these gentlemen notice the superfluous Rook in "Alls well." Which of the judges examined the set "Ludimus effigiem belli?" and if the unknown set, "Work for money," may be called correct, how came "Es is ja so schwer" to be disqualified?

What are the "other reasons besides inaccuracy" referred to by the WESTMINSTER PAPERS as the cause of the exclusion of some sets from the Tourney? and, finally, where are the proofs of inaccuracies through which 36 of the competitors were thrown out?

All honour to the judges if they succeed in finally answering these questions, but if they fail in doing so, not only will the reputation of the Association they represent be seriously damaged, but the fame of Englishmen for ability and conscientiousness will be definitively buried.

WESTMINSTER CHESS CLUB PROBLEM TOURNEY.

WITH the following report of the examiners we complete the publication of the problems competing in this Tourney. Of the thirty sets contributed, we have published eighteen; ten have been disqualified on a preliminary examination, and the remaining two sets, "Quid sum ego" and Ad unguem," have been withdrawn by their respective authors during the progress of the Tourney. In our next number we shall publish the judges' award; but the envelopes containing the authors' names shall not be opened until the award has been before

* In Mr. Potter, the responsible editor of our contemporary, we can assure Herr Berger that he has to deal with a gentleman, to whom such an epithet is wholly inapplicable, and with one who is also incapable of intentional discourtesy. It is due to our contemporary to state that the article complained of was corrected in his February number, and that both the mistaken analysis of *Es is ja so schwer*, and the comments founded upon it, were very properly and fairly withdrawn at the same time.

† These are now too well known to our readers to need repetition here.

the public for the space of one month. During that interval the judges will consider any objection impeaching the accuracy of the prize problems, or any breach of the published regulations on the part of their authors, that may be forwarded to them by competitors or solvers.

Motto—From Afar.

White—K at K 8; R at Q B square; B's at Q Kt 5 and K 1; Pawn at K 4 and K B 4.

Black—K at K 3; R at Q R 8; B's at Q R sq and Q Kt 3; Kt at Q Kt 5 and Q B 7; Pawns at Q B 3, Q 5, K Kt 3 and 5.

White to play and mate in three moves.

The examiners' report states that this problem cannot be solved in the way proposed by the author, B to K 2, if, in reply to that attack, Black plays R to R 4.

Motto—Aloha Neue Germania.

White—K at K 6; Q at Q R square; Kt's at K 2 and K 5, B at K Kt 7; Pawns at Q 7 and K B 2.

Black—K at K 5; R at K R square; Kt at Q B 6; Pawns at Q Kt 3, 5 and 6.

White to play and mate in three moves.

In this problem the author's solution commences with B to B 8; the examiners propose Q to Q B sq, and if now R checks, then 2 B or P takes R accordingly, and Q mates next move.

The sets bearing the mottoes "Nuvil Kurninnook," and "Sub hoc signo vinces" are respectively too elementary in conception, and faulty in construction to call for more than a passing word of encouragement to their authors to try again.

CONSTRUCTION OF PROBLEMS.

SCENE—A Police Court.

A Bishop and two Knights stand charged with appearing in a position entitled a "Chess Problem," in excess of the number allowed by law.

Magistrate: "What have you three men got to say for yourselves?"

Bishop: "We were on the board in strict accordance with the law, your worship."

Magistrate: "What law?"

Bishop: "Staunton's No. XXI., your worship (produces the book and reads)—"Every Pawn which has reached the eighth or last square of the Chess board, must be immediately exchanged for a Queen, or any other piece the player may think fit, even though all the pieces remain on the board. It follows, therefore, that we may have two or more Queens, three or more Rooks, Bishops or Knights."

Magistrate: "Have you complied with all the conditions of this law?"

Bishop: "Certainly, your worship. There is no evidence to the contrary. We are 'converted' Pawns."

Magistrate: "Do you bear about you any outward or visible sign of such 'conversion' having taken place?"

Bishop: "That is not stated in the bond—the law, I mean, your worship. We give you our word for it."

Magistrate: "*That*, Sir, is not evidence. Who 'converted' you?"

Bishop: "Mr. ———"

Magistrate: "When and where?"

The Bishop stands silent.

First Knight: "I was born converted, your worship."

Second Knight: "I make believe to be converted your worship."

"Were you ever Pawns at all?" roars the magistrate, "answer, yes, or no."

"No, your worship."

Sentence follows.

E. F.

OUR PROBLEMS REVIEWED.

No. 619, by W. S. Pavitt.—"Neat, but easy," H. J. C. Andrews.—"Very poor," W. Nash.—"A pleasing self-mate," S. H. Thomas.

No. 620, by C. W. of Sunbury.—"Obvious at a glance," H. J. C. A.—"Simple," W. N.—"Rather easy," S. H. T.

No. 621, by E. A. Schmidt.—"A good problem, although not nearly so difficult as it looks. In the variation on Black's move 1 K to B 5, the third and fourth moves may be transposed," H. J. C. A.—"Very beautiful in some respects, but sadly afflicted with duals. In the variation on Black's move 1 K to B 5, the third and fourth moves may be transposed, and in the variation resulting from 2 K takes P, White has optional moves also. In that springing from 1 R to B 6, White on the second move may play 2 B to Q 7 ch, or 2 P takes R ch," W. N. —"Very clever and interesting," S. H. T.

No. 622, by S. H. Thomas.—"A clever and well constructed problem," H. J. C. A.—"Most ingenious, the best of the self-mates," W. N.

No. 623, by J. Kockelkorn (attributed in error to J. Kohtz, see page 3).—"A very fine and difficult problem. There are several ways of almost solving it, the correct defences to which form a very pleasing feature in the problem," W. N.—"The main solution of this problem is equally commendable for beauty and difficulty. Black has, however, but one effective first move, and this alone prevents me from rating it the best of the set," H. J. C. A.—"The solution is beautiful though not difficult," S. H. T.

No. 624, by J. Kohtz.—"Very fine and difficult, richer in point of variety than the preceding, if scarcely equal to it in beauty," H. J. C. A.—"A fine study," S. H. T.

No. 625, by J. KOHTZ.—"A masterly conception, but such a mass of 'duals' I never saw before in a two mover, 7 mates in reply to 6 moves, 6 in answer to 1, and 5 to 2, might account for this splendid set being shelved," (*If a different explanation had not been given, and if the committee had not expressly declined to regard dual moves as a disqualification.*—Editor W. P.) H. J. C. A.—"Very good. After several moves of Black, White can give mate in several ways. I consider this almost venial in a two move problem, as the dual occurring on the last move does not entwine itself into the solution," W. N.—"Pretty, but duals are numerous," S. H. T.

No. 626, by J. KOHTZ.—"The beauty and variety of this problem are beyond praise. It is, indeed, a gem, and unsurpassed by any other 3 mover in connection with the late Tourney," H. J. C. A.—"A good problem, though the position is not very inviting," W. N.—"This position is suggestive of the solution," S. H. T.

No. 627, by J. KOHTZ.—"Undoubtedly good. Except in the main variation I prefer 626, but the pair are very superior to the 3 movers in the first prize set," H. J. C. A.—"Construction and solution are both open and elegant," S. H. T.—W. Nash, says, "The weakest problem in the set, and perhaps in the number," but has entirely overlooked the author's principal idea.

No. 628, L'ESSERE STA, &c.—Dual solutions, arising on the first move, have been furnished by H. J. C. Andrews and W. Nash. Mr. Thomas sends the author's only.

No. 629, L'ESSERE STA, &c.—"Very pretty," H. J. C. A.—"Very fair," W. N.—"An ingenious little stratagem," S. H. T.

No. 630, L'ESSERE STA, &c.—"Rather weak and obvious," H. J. C. A.—"Very ingenious," W. N.—"The threatened check with the Queen makes this problem somewhat easy, but otherwise it is fair," S. H. T.

No. 631, NON QUO, SED QUOMODO.—"An excellent problem. All the variations are interesting, and commendably free from duals," H. J. C. A.—"A very beautiful problem, and, considering the fewness of the pieces, exceedingly difficult," W. N.—"Excellent in all respects," S. H. T.

No. 632, NON QUO, SED QUOMODO.—"Very elegant and ingenious," H. J. C. A.—"Another very capital problem," W. N.—"Good," S. H. T.

No. 633, NON QUO, SED QUOMODO.—Both Mr. Andrews and Mr. Nash have failed to observe the second solution to this problem, pointed out by Mr. S. H. Thomas, viz.—"1 Q to Q 3 ch, 1 K takes P (a), 2 Q to Q 6 ch, 2 K to B 4, 3 Kt takes P ch, 3 K moves, 4 Q mates accordingly. (a) If Black plays 1 K to Q B 3, White continues with 2 Q to R 6 ch, &c.

No. 634, TEMPORA MUTANTUR.—"Very tame and trivial," H. J. C. A.—"Very ingenious and neat, although in the variation springing from 1 B to Q 3 either Kt to B 3 ch," W. N.—"A neat idea, not sufficiently disguised," S. H. T.

No. 635, TEMPORA MUTANTUR.—"An improvement upon the preceding problem, though the position of the doubled pawns is rather awkward," H. J. C. A.—"Pretty, but rather simple, and the B P at K B 3 occupies an impossible position," W. N.—"The solution does not excuse the unnatural position of the Black Pawns," S. H. T.

No. 636, TEMPORA MUTANTUR.—"Much ado about nothing," H. J. C. A.—"The idea is very good, but there seems to be a great waste of materials," W. N.—"Quite a brilliant finish," S. H. T.

SOLUTIONS OF PROBLEMS.

No. 619.

WHITE.	BLACK.
1 Q to Q R 8 ch	1 B to Q R 5
2 B to Q Kt sq	2 P to Q Kt 6
3 Q to Q R 5	3 P to Q Kt 7 mate

No. 620.

1 R to K 8 ch	1 K to K B 4
2 Q takes P ch	2 K takes Q
3 R to K B 2 ch	3 B takes R mate

No. 621.

1 Q to K 2 ch	1 K to B 5
2 Q to B 2 ch	2 K to Kt 5
3 B to Q 7 ch	3 P to B 4
4 B takes P ch	4 Kt from K 2 takes B
5 Q takes Kt ch	5 Kt takes Q mate
If 2 K takes P	
3 B takes R ch	3 R to B 5
4 Kt to B ch	4 Kt takes Kt
5 Q to Q B 5 ch	5 Q or P takes Q mate
If 1 R to B 6	
2 P takes R ch	2 P takes P
3 Q to K 4 ch	3 Kt takes Q
4 B to Q 7 ch	4 P to B 4
5 B takes P ch	5 Kt takes B mate

No. 622.

1 Kt to Q B 4 dis ch	1 B interposes
2 Q to Q R 6	2 Kt to K B 2
3 Kt to K 5 ch	3 Kt takes Kt
4 Q takes R ch	4 Kt takes Q ch
5 K to Q R sq	5 P to Q Kt 7 mate

No. 623.

1 Q to Q B 8	1 R takes B
2 Q to K R 3	2 K takes R
3 P to B 4 ch	3 Aught
4 Q mates accordingly	
If 2 B takes R	
3 Q to K B sq	3 R interposes
4 Q takes R and mates	

No. 624.

WHITE.	BLACK.
1 B to R 5	1 B to Q B 4
2 Q to Q 5 ch	2 K takes Q
3 P to K 4 ch	3 Aught
4 B mates accordingly	
If 1 P to K R 7	
2 R takes Kt	2 P Queens
3 Q to Q B 2 ch	3 Aught
4 Mates accordingly	
If 1 B to B 5	
2 Q to Q sq	2 B takes R
3 B to K B 3 ch	3 K takes P
4 Q mates	

No. 625.

1 Q to K sq	1 Aught
2 Mates accordingly	

No. 626.

1 Q to Q 7	1 K takes P
2 Q takes P ch	2 Aught
3 Q or B mates accordingly	
If 1 B takes Q	
2 B to K 7 or R 8 dis ch	2 K to B 4
3 B mates	
If 1 K to B 4	
2 R to B dble ch	2 K moves
3 Q mates	

No. 627.

1 Kt to K B 2	1 K to B 5
2 Kt to Q 3	2 K takes R
3 Q to K Kt 8 mates	
If 1 K to B 4	
2 Q to B 7 ch, &c.	
If 1 P to R 7	
2 R to Q B 3	2 Aught
3 Mates accordingly	

No. 628.

See Problems Reviewed

No. 629.

WHITE.	BLACK.
1 B to R 5	1 B takes B
2 Kt to Q sq	2 Aught
3 Q or Kt mates	
If 1 Q takes Kt	
2 Q takes P ch	2 B takes Q
3 B takes B and mates	

No. 630.

1 B to K 3	1 P takes Q ch
2 K to Q 5	2 Aught
3 Mates accordingly	
If 1 Q or R takes B	
2 Kt to R 7 ch	2 K takes B
3 Q mates	

No. 631.

1 Kt to K Kt 6	1 K to B 4
2 Kt to Q R 6	2 K to K 3
3 Kt to K B 4 ch	3 Aught
4 Mates accordingly	
If 2 K to Kt 4	
3 Kt to K B 4	3 Aught
4 Mates accordingly	
If 1 K to Q 4	
2 Kt to B 4 ch	2 K to B 5
3 Q to Q Kt 2	3 K to B 4
4 Q mates	

No. 632.

1 P to Kt 4	1 P takes P
2 R to K 5	2 K takes K R
3 Kt to K B 6 dis ch	3 K moves;
4 R or Kt mates accordingly	
If 1 Kt takes B	
2 Kt to B 7	2 Kt takes R
3 Kt to Q 2	3 Aught
4 Mates accordingly	
If 2 K takes Q R	
3 Kt to K 3 dis ch and mates next move.	

No. 633.

WHITE.	BLACK.
1 Kt to Q Kt 3	1 K to B 3
2 Q to Q Kt sq	2 Aught
3 Kt to Q B 5	3 Aught
4 Q or B mates accordingly	
If 1 K to Q B 5	
2 Kt to Q 4	2 P takes Q Kt
3 Kt to K sq	3 Aught
4 Mates accordingly	
If 1 P takes Kt	
2 Kt to R 5	2 P to R 6
3 Q to Kt 4	3 P to K 5
4 Q mates	

Such is the author's, but Mr. Thomas points out a solution by 1 Q to Q 3 ch, &c.

No. 634.

1 Q to Kt 7	1 K to K 3
2 Kt takes P ch	2 Aught
3 Q mates accordingly	
If 1 Kt to K B 3	
2 Q takes Kt	2 Aught
3 Mates	
If 1 Kt to K B 3 or Q B 3	
2 Q takes B ch and Kt mates	

No. 635.

1 Kt to Q B 8	1 R to Q 3
2 Q to Q 3 ch	2 Aught
3 Mates accordingly	
If 1 B to Q 3	
2 Q takes B and Kt mates	
If 1 K to B 4	
2 Kt takes P ch and mates next move.	

No. 636.

1 B to K B 3	1 R to K 2
2 Q to Q R 8	2 Aught
3 Mates accordingly	

PROBLEMS.

PROBLEM No. 637.—By L. A. A. (a lady).

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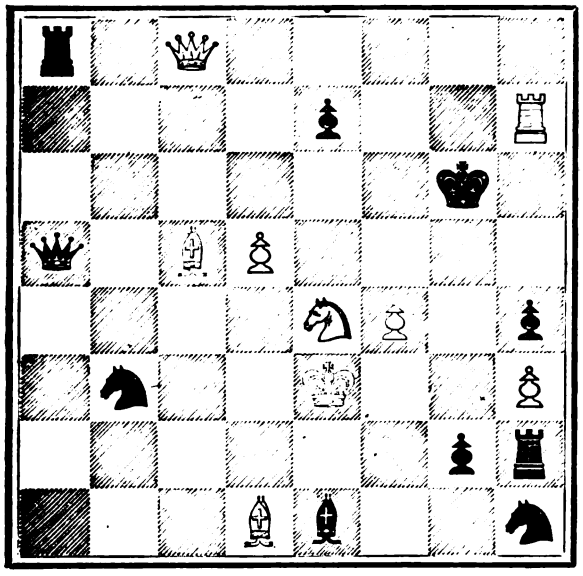

WHITE.

White to play and mate in four moves.

PROBLEM No. 638.—By P. T. DUFFY.

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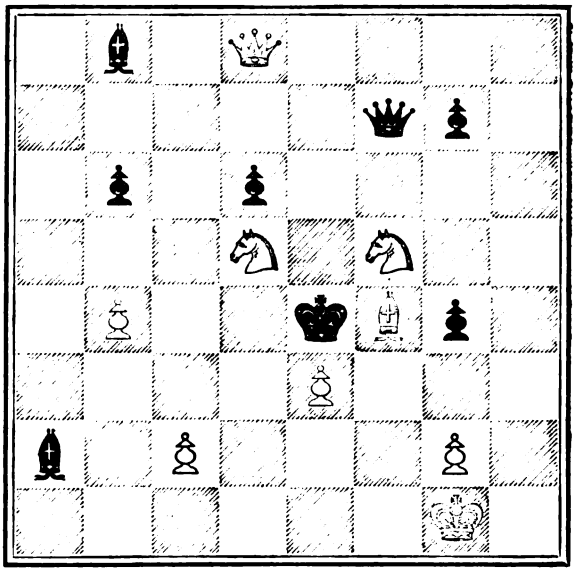

WHITE.

White to play and mate in three moves.

PROBLEM No. 639.—By HERR KLING.

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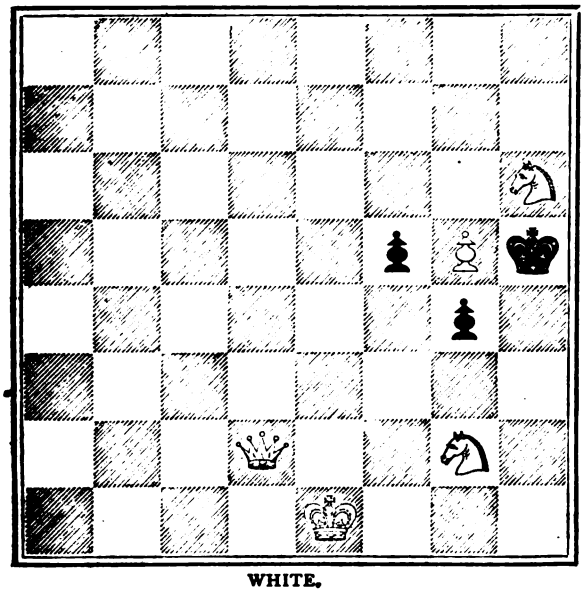

WHITE.

White to play and mate in three moves.

PROBLEM No. 640.—By WM. NASH, St. Neot's.

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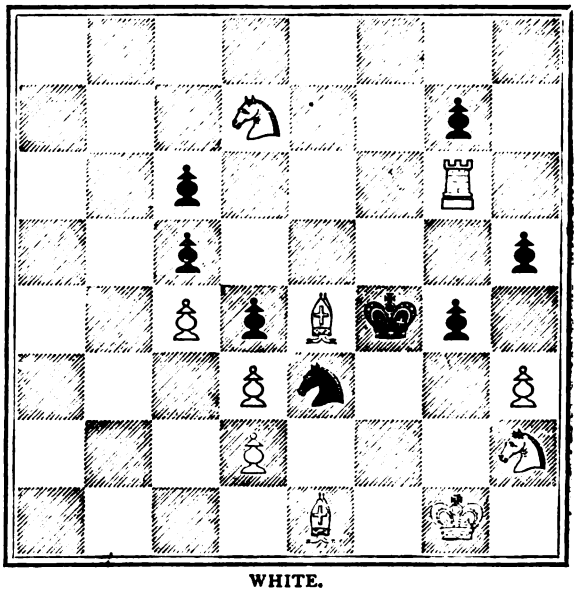

WHITE.

White to play and mate in three moves.

PROBLEMS.

No. 641.—By J. W. Abbott.

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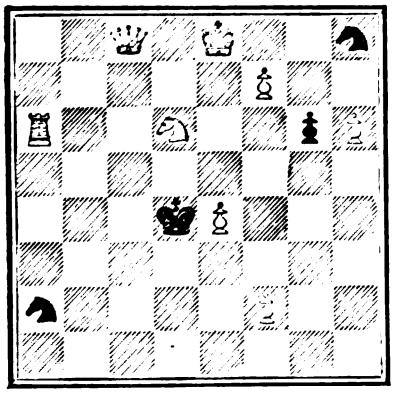

WHITE.

White to play and mate in three moves.

No. 642—By Geo. E. Carpenter.

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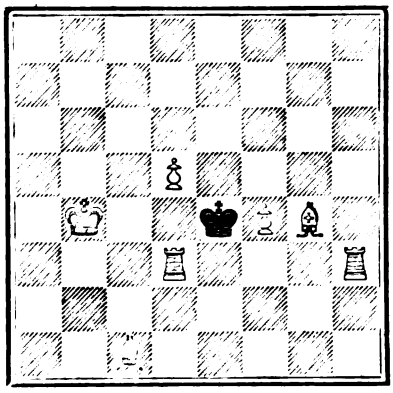

WHITE.

White to play and mate in three moves.

No. 643.—By Charles A. Gilberg.

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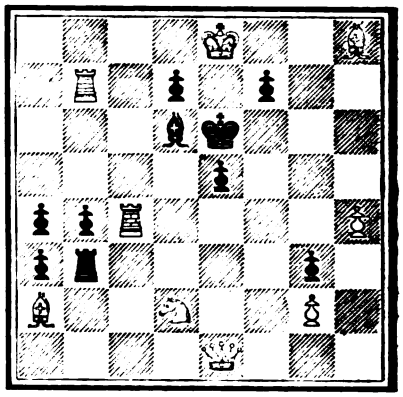

WHITE.

White to play and mate in three moves.

No. 644.—By A. C. Pearson.

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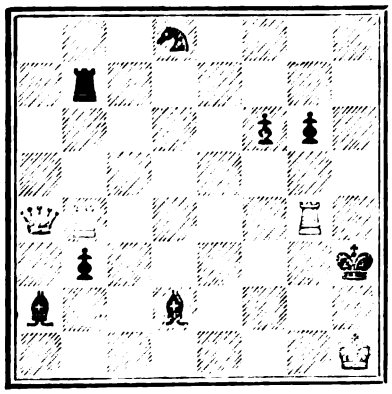

WHITE.

White to play and mate in three moves.

No. 645.—By J. D. Phillips, Melbourne.

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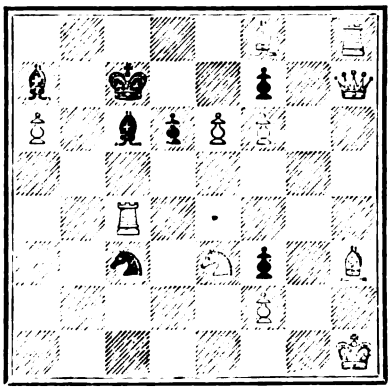

WHITE.

White to play and mate in three moves.

No. 646.—By G. J. Slater.

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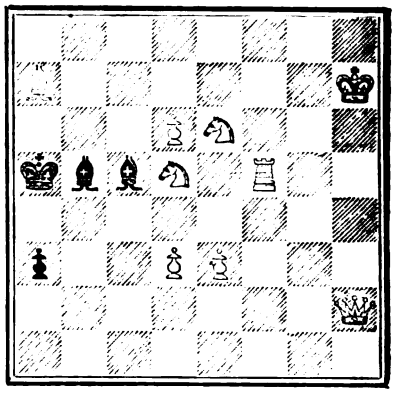

WHITE.

White to play and mate in three moves.

No. 647.—By D. Clark, Barnaul, Siberia.

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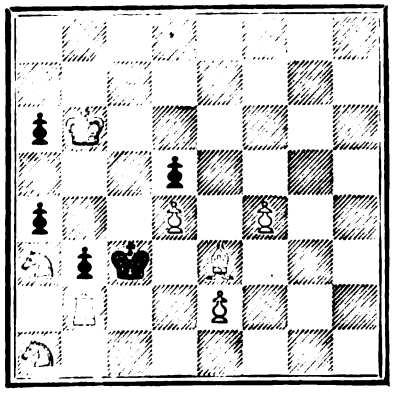

WHITE.

White to play and mate in four moves.

No. 648.—By W. Coates.

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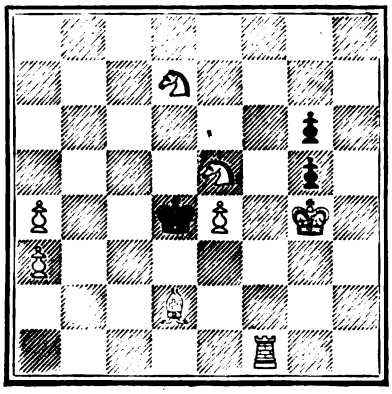

WHITE.

White to play and mate in four moves.

No. 649.—By C. W., of Sunbury.

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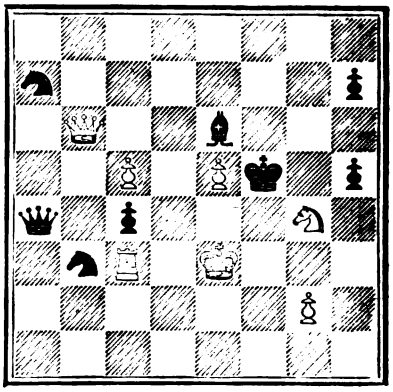


WHITE.

White to play and mate in five moves.

GAMES.

Noted by J. H. ZUKERTORT.

The three following games were played in the recent match between Messrs. Fisher and Goldsmith, the Australian champions.

GAME 309.

Irregular Opening.

Black. Mr. GOLDSMITH.	White. Mr. FISHER.
1 P to Q 4	1 P to K B 4 (a)
2 P to K 4 (b)	2 P takes P
3 Kt to Q B 3	3 Kt to K B 3
4 B to Kt 5	4 P to B 3
5 B takes Kt	5 K P takes B
6 Kt takes P	6 Q to Kt 3 (c)
7 R to Kt sq	7 P to Q 4 (d)
8 Kt to Kt 3	8 B to Q 3
9 B to Q 3	9 Castles
10 Q to R 5	10 P to K B 4
11 Kt takes P (e)	11 P to Kt 3
12 Kt to R 6 ch (f)	12 K to Kt 2
13 Q to Kt 5	13 Q takes Q P
14 P to K B 3 (g)	14 R to K sq ch
15 K to B sq (h)	15 B to Q B 4
16 Q to Q 2	16 R to K 6 (i)
17 R to K sq (k)	17 Q to K B 5
18 R to K 2	18 K takes Kt
19 P to K Kt 3 (l)	19 Q to K 4
20 K to B 2	20 P to Q 5
21 K to Kt 2	21 K to Kt 2
22 B to K 4	22 B to B 4
23 B takes B	23 Q takes B
24 R takes R	24 P takes R
25 Q to B 3 ch	25 K to Kt sq
26 Q to Kt 3 ch	26 Q to B 2
27 Q to B 3	27 Kt to R 3
28 P to K R 4	28 R to Q sq
29 P to R 5	29 R to Q 7 ch
30 K to B sq	30 R to B 7 ch
31 K to K sq	31 B to Kt 5
Resigns	

(a) This reply, though favoured by Morphy, is not so good as P to Q 4 or P to K 3.

(b) I think that 2 P to Q B 4, followed up by 3 P to K Kt 3, and 4 B to Kt 2 (this course was adopted by Mr. Steinitz against me), is far better than this hobby of the past decennium.

(c) An invention of Mr. Steinitz: should White reply 7 Q to K 2, this master recommends the following course:

7 Q to K 2	7 Q takes Kt P
8 Kt to Q 6 dble ch	8 K to Q sq
9 Q to K 8 ch	9 K to B 2
10 Q takes B ch	10 K takes Kt
11 R to Q sq	11 Kt to R 3
12 Q takes R	12 K to B 2

And Black forces the game.

(d) 7 Q to R 4 ch would be met by 8 Kt to B 3, 8 B to Kt 5, 9 Q to K 2 ch, &c.

(e) Hazardous. 11 Kt to B 3 would have provided White with a fine game.

(f) White ought to have been satisfied with a draw, which he could obtain, viz.:

12 Kt to K 7 ch	12 B takes Kt

(If 12 K to Kt 2, White proceeds with 13 Kt takes Kt P.)

13 B takes P	13 P takes B
14 Q takes P ch, &c.	

(g) If 14 Kt to B 3, Black wins a piece by 14 Q to K B 5.

(h) If 15 Kt to K 2, Black wins the Queen by 15 B to B 5, 16 Q to R 4, 16 B to Q 7 ch.

(i) All this is very well played by Mr. Fisher. His last move prevents the development of the K Kt, and wins the Q Kt.

(k) If 17 Kt to Kt 4, Black wins by 17 B takes Kt, 18 P takes B, 18 Q to B 5 ch, 19 Kt to B 3, 19 R takes Kt ch, &c.; if 17 Kt to K 2, 17 R takes P ch, 18 K to K sq, 18 Q to B 7 ch, 19 K to Q sq, 19 Q takes P or 19 Q to B 8 ch, winning, in any case, a piece.

(l) An inferior position, can hardly be considered an equivalent for the loss of a piece; I fail to see why White continues the game.

GAME 310.

Irregular Opening.

White. Mr. FISHER.	Black. Mr. GOLDSMITH.
1 P to K 4	1 P to Q 3 (a)
2 P to Q 4	2 K Kt to B 3
3 Q Kt to B 3	3 Kt to B 3
4 B to K 3 (b)	4 P to K 4
5 B to Q Kt 5 (c)	5 P takes P
6 Q takes P	6 B to Q 2
7 B takes Kt	7 B takes B
8 K Kt to K 2 (g)	8 B to K 2
9 Castles K R	9 Castles
10 P to K R 3	10 Kt to R 4 (c)
11 P to B 4	11 B to K R 5
12 Q R to Q sq	12 Q to Q 2
13 K to R 2	13 Q to K 3
14 Kt to Q 5	14 Q R to K sq (f)
15 K Kt to B 3	15 B takes Kt
16 Q takes B	16 Kt to Kt 6
17 R to B 3	17 Kt takes P
18 Q to Q 3 (g)	18 Kt takes Kt (h)
19 Q takes Kt	19 R to K 2
20 B to Q 4	20 B to B 3
21 R to Kt 3	21 B takes B
22 Q takes B	22 P to K Kt 3
23 Q takes R P	23 Q to K 5 (i)
24 Q to B 2	24 Q to K 7
25 R to Q 2	25 Q takes Q
26 R takes Q (k)	26 K R to K sq
27 R to Q B 3	27 P to Q B 3
28 K to Kt 3	28 P to K B 4
29 K to B 3	29 K to Kt 2
30 R to Q 3	30 P to Q 4
31 Q R to Q 2	31 K to B 3
32 R to B 2	32 R to K 8
33 Q R to Q 2	33 P to R 4
34 P to K R 4	34 R to B 8 ch
35 R to B 2	35 Q R to K 8
36 Q R to Q 2	36 K R to K 5
37 R to Q sq	37 R takes R
38 R takes R	38 K to K 3
39 R to Q 3	39 P to Q 5
40 P to K Kt 3 (l)	40 K to Q 4
41 K to B 2	41 K to B 5
42 R to K B 3	42 P to Q Kt 4
43 R to Q 3	43 P to B 4
44 P to R 3	44 K to Q 4
45 R to Kt 3	45 K to B 3
46 R to K B 3	46 P to B 5
47 K to B sq	47 K to Q 4
48 K to B 2	48 K to B 4 (m)
49 K to B sq	49 P to Kt 5
50 P takes P ch	50 K takes P
51 K to B 2	51 R to K 3
52 R to R 3	52 P to B 6
53 R to Kt 3 ch	53 K to B 5
54 P takes P (n)	54 P to Q 6, and wins.

(a) An irregular and unfavourable début, which has not even the merit of novelty.

(b) I would prefer 4 P to B 4.

(c) The move in the text tends to a well known position of Philidor's Defence, which is considered to be slightly in White's favour.

(d) Certainly far inferior to Gastling Q R, as White would than obtain a strong position in the centre, and a fine attack against the adverse King's quarter.

(e) This and the following move are eccentric, but, not properly met by the opponent, they necessarily improve Black's prospects.

(f) The best reply: White obviously cannot venture to capture the Pawn.

(g) 18 Q takes P was better.

(h) 18 P to K B 4 was more promising.

(i) 23 Q to K 7 was the proper continuation.

(k) Save blunders, the game ought now to result in a draw.

(l) 40 P to R 4, followed up by R to Q Kt 3, would have preserved some freedom of action or the White Rook.

(m) The winning course, as pointed out by our Australian contemporary, was 48 R to K 8, followed up by 49 K to K 5.

(n) Certainly a blunder, but the game was lost anyhow, *e.g.*—

54 R to Kt 8	54 P takes P
55 R takes P	55 K to B 6
56 R to R 2	56 K to Q 7
57 P to B 4 dis ch	57 K to B 6
58 P to B 5 best	58 P to Q 6
59 R to R 3 ch	59 K to B 5

And Black must win.

GAME 311.

English Opening.

White. Mr. GOLDSMITH.	Black. Mr. FISHER.
1 P to Q B 4	1 P to K B 4
2 Kt to Q B 3	2 P to K 3
3 P to Q R 3	3 Kt to K B 3
4 P to Q 4	4 P to Q 4 (a)
5 P to K 3	5 B to Q 3
6 P to B 5 (b)	6 B to K 2
7 Kt to B 3	7 Castles
8 B to Q 3	8 Kt to K 5
9 Castles	9 P to Q Kt 3
10 P takes P	10 B P takes P (c)
11 Kt to K 5	11 Kt to Q 2
12 Kt to B 6	12 Q to K sq
13 Kt to Kt 5	13 Q Kt to B 3 (d)
14 K Kt takes R P	14 B to Q 2
15 Kt to B 7	15 Q to Kt sq
16 K Kt to Kt 5	16 B takes Kt
17 Kt takes B	17 Kt to Kt 5
18 P to K B 4 (e)	18 Kt to Q 3
19 Kt takes Kt	19 B takes Kt
20 P to K R 3 (f)	20 Kt to B 3
21 B to Q 2	21 K to R sq
22 R to B sq	22 R to Kt sq
23 P to K R 4 (g)	23 Q to K sq
24 B to K 2	24 P to R 3
25 Q to K sq	25 R to R 2
26 B to K B 3	26 P to K Kt 4
27 R P takes P	27 P takes P
28 P takes P	28 Q R to R 2 (h)
29 K to B 2	29 R takes P
30 Q to K 2 (i)	30 B to Kt 6 ch
31 K to Kt sq	31 Kt to Kt 5
32 B takes Kt	32 R takes B

And White resigns the game and match.

(a) It is not advisable to play the Q P two squares after P to K B 4 and P to K 3; the weakness of the K P ought to be fatal in the end-game.

(b) Premature, and hampering the development of his own pieces.

(c) With the view to establish the Queen at B 2, and the K B at Q 3, but the capture with the R P was, notwithstanding, the sounder course.

(d) If 13 B to Q sq, White obtains a fine position by:

14 P to B 3	14 K Kt to B 3
15 Kt to Q 6	15 Q to Kt 3
16 Q to Kt 3	

(e) 18 P to K Kt 3 was perhaps better.

(f) To attack a displaced piece is generally of questionable merit.

(g) Black's efforts to obtain an attack on the King's side would be vain if not met half-way by the opponent. The move in the text is suicidal. White would obtain a won game by 23 R to B 6, and if 23 P to K Kt 4, 24 Q to Kt 3.

(h) Very well played. Black conducts the latter part of this game in vigorous style.

(i) Incomprehensible; a move which we may expect in a self-mate problem, but not in a match game, 30 K to K 2 gave White a good chance of escape.

WHIST.

A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 210.

Played at the Westminster Chess Club.
Score love all.
Z turns up Spade Knave.

	A.	X.	B.	Z.
	Capt. French.	Mr. B.	C. Mossop.	Solomon.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

HAND No. 211.

Hearts Trumps.
Played at the Westminster Chess Club.
Score love all.

	A.	X.	B.	Z.
	Major Kitsitaff.	French.	Bristow.	Captain Jauncey.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

HAND No. 212.

Played at the Westminster Chess Club.
Score 4 all.
Z turns up Hearts Queen.

	A	X.	B.	Z.
	C. Mossop.	Major Laurie.	Maxendoff.	F. H. Lewis.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

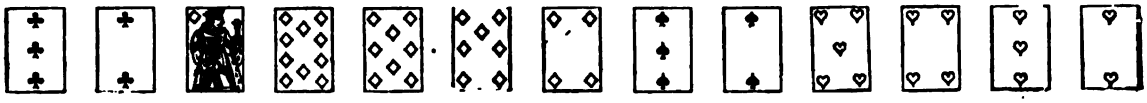
HAND No. 210.

NOTES.—Trick 1.—B commences to signal, on the assumption that the Club lead is from strength. He must play for A's hand alone, for, except in trumps, he has no possible trick. Trick 7.—The point in the hand. X knows that 2 trumps are left in B's hands and that the Club suit is established, they having 2 tricks and 2 honours. Yet he ventures to lead the Heart King, thinking to get in again with the Diamond King. The student may make some deductions, as to the value of discards, and he must also bear in mind that the first maxim in Whist is to save the game, and next, not to play a strong game with a weak hand.

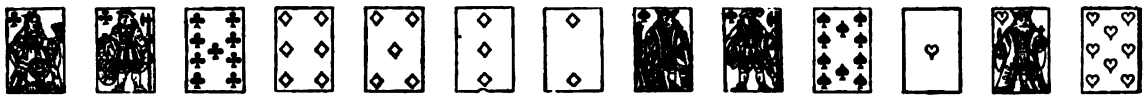
No. 110.—DOUBLE DUMMY POSITION.

By J. SOLOMON, Jamaica.

A's HAND.



X's HAND.



B's HAND.

Z's HAND.

Clubs Trumps. A and B partners. A to play, and A B to make 13 tricks.

MR. F. H. LEWIS'S SOLUTION OF DOUBLE DUMMY PROBLEM, No. 109.

1. A leads Spade Queen, X Spade King, B Spade Ace; won by B.
2. B leads Club Queen, Z passes; won by B.
3. B leads Club Knave, Z passes, A Club Ace; won by A.
4. A leads Spade 3, X spade 10, B Spade Knave; won by B.
5. B leads Spade Ace; won by B.
*6. B leads Spade 4, Z discards Diamond Ace, Hearts 10, X Heart Queen; won by X.
7. X leads Heart 5, B Heart Knave; won by B.
8. B leads Heart 7, Z Heart 9; won by Z.
9. Z leads Diamond, A plays Diamond Ace; won by A.
10. A leads Club, X must pass, B Heart 8; won by B.
11. B leads Heart 4, X Heart King; won by X.
12. X leads Heart Ace; won by X.
13. X leads Diamond King; won by X.

And A and B thus make two by cards.

* Z does not discard Club 10, for this reason:—If at trick 7 B does not put Heart Knave, Z wins with Heart 9, plays Diamond; and, whatever is played after, A and B can only make odd trick. If A puts on Diamond Ace, and plays Club, B can only make one trump; if A passes, X wins, plays Ace, King, and then Heart 6, throwing lead into B's hand, and thus securing a second trick in Diamonds or a trick with Club 10.

RICHMOND.—You get the right result, but you do not make X Z play their best. Basna, Thatched House, E. J. (Gordon Square), W. N. P., and Brighton right. All others wrong.

LORD JUSTICE JAMES ON MARKED CARDS.—The clearer a principle is, the more difficult is it to find an authority to the point. If a man sit down to cards or dice at a tavern or osteria, and finds that his opponent has been provided with marked cards or cogged dice, it does not require any authority to show that in such a case he is not bound to send out for cards that are not marked, or for honest dice, but has a right to leave the table, and in either case at once to sever the connexion. That was plain to common sense and to common honesty.—27th April 1875.

Obituary.

ALFRED RHODES BRISTOW.

In October 1870 we had to chronicle the death of Henry Selfe Selfe, the Treasurer of the Westminster Chess Club, one of those men whose deeds live after them, and whose memory is still dear to all who knew him. To-day we have to record the sudden death of his successor.

He was born at Greenwich in 1818, and for more than twenty years carried on business as a solicitor in that town. He sat for some years in Parliament, as member for Kidderminster, and in 1862 was appointed Solicitor of the Admiralty, an office which he held until his death.

His loss will be felt far beyond the circle of his own family, and in the Reform, Portland, Brighton and Junior Athenæum Clubs, of which he was a member, and where he was a constant attendant, he will be greatly missed. He had a peculiarly genial manner, a fondness for society and anecdote, and a habit of studying the whims and foibles of those by whom he was surrounded, that made him remarkably popular. At his clubs he passed most of his time in the card rooms, and was particularly partial to Piquet, at which he was a good and successful player. He also loved a rubber, but his Whist was not equal to his Piquet. He had been, as a young man, a prominent member of the local Blackheath and Greenwich Whist Club, and is still remembered by the survivors of that set with great regard, both for his convivial and *Whistic* qualities. In later years, however, he played in London with players of a different stamp to the local celebrities he originally encountered, and he was considered a lucky rather than a strong player. Both at Piquet and Whist, but especially at the former, he played with immense reliance upon his own good fortune. He was fond of relating his own successes, but rarely, if ever, mentioned the occasions (not unfrequent) when he lost. He had none of the small superstitions which cling to so many gamblers, and cared nothing about either seats or cards.

In Parliament he occupied a social rather than a partizan status, and although reputed a Liberal, was more popular and had more friends among the Conservatives than among his own party. Nevertheless, the Reform was always his favourite Club, and he devoted a good deal of his time to working on the Committee there. He was a fluent and pleasant, if not a powerful speaker, and was always listened to with attention whenever he addressed the House of Commons.

In his family circle he was beloved to an unusual degree, from the unfailing good humour with which he addressed himself to forwarding their wishes and gratifying their hobbies. He had a remarkable memory, and was a versatile, if not a deep reader, being able to quote from a great number of authors in a singularly fluent and appropriate manner. At the dinner table he was in his element, and although never either eating or drinking to any excess, he never failed through life to enjoy his dinner, and to enliven it with many an anecdote and *bon mot*. He especially prided himself upon being a judge of wine, and few men had a finer palate for port, sherry, or champagne. It is our firm belief that Alfred Rhodes Bristow will be kindly remembered by the numerous friends, with whom he passed so many pleasant hours in the Clubs and at the dinner table, long after the time when his name as a politician and a public official will have faded away.

Probably few knew his worth. He was a charming companion, and quickly found out any good point that man, woman, or child possessed, and he flattered every one. The difference between Bristow and other flatterers was this :—What he said he meant. All his geese were swans. The world was to him bright and cheerful. If there was a cloud, it was because the sun was too hot. He saw the good points in mankind where others saw nothing but defects, and he never seemed to see imperfections in any one. No one ever sought his aid without being certain of his most strenuous support. He would work for an acquaintance for love alone, and he brought to bear on anything he undertook tact and judgment. He would scheme for his friends, but he would take no reward. Having done a real service to another, he was offended at the slightest attempt to recompense him. Such things as ordinary men would receive without question he declined. He made it clear that he would not be paid in meal or malt. What he did he did from kindness alone, and the kindness was its own reward. Greater men than he have gone before; but for this particular quality, the ungrudging work that he would do for others he will be long remembered as a real and true friend. He was of full height, robust, and until last autumn never sick nor sorry. He wrote to us then that he was unwell for the first time in his life. He attended a committee of the Westminster Chess Club on Friday, and he left us in apparent good health. He was to have attended a club meeting on Saturday, but he wished to go out of town earlier than the time appointed. He arranged the course of business for the meeting. On Monday he was about his ordinary avocations, and he went to join his wife at Sydenham. On leaving the station he fell down dead, and the verdict of the jury was apoplexy. He died on Monday, the 5th April 1875, aged 56 years, and was buried at Brompton Cemetery on Saturday the 10th ultimo.

With our next number we shall give his portrait.

WHIST JOTTINGS—NERVES.

It was recently suggested that it would be a matter of public interest to give a list of all the great men who played Chess. It would be a more interesting subject to give a list of all the clever men who attempted to play Whist and failed. If the list could be accompanied by an analysis of the different orders of mind which these players severally possessed, it might tend to shew, by deduction, what qualities are necessary in order to make a good Whist player. The ingenious man (the inventor), according to our limited experience of this class, seldom play well. Yet, clearly, ingenuity is one of the requisites for a fine player. A far-sighted business man—the man who, in his own business, is *facilis princeps*, seldom comes to the front at Whist. Yet there are many practical men of business good Whist players. At one moment we are confounded by the shrewdness that the last display, and at the next we cannot understand how the former can be so stupid. Given practice, and place two men of the world together, the one should be the equal of the other, yet we may take a man of the world for a partner, or watch his play, and he seems suddenly to have become devoid of reason. Away from Whist we do not see that the best players possess any remarkable qualities, we fail to see any particular quality, except shrewdness and power of observation, that are essential to the Whist player. We see no rule which would tell us beforehand whether such an one is capable of becoming a Whist player, and we do not see that because a man is a good Whist player therefore he will be good at anything else to which he may set his mind. On the contrary, we could point to many instances of good Whist players who failed in other walks of life. A good Whist player does his work fairly, but we see no instance of the best players being much above their brethren in their professions. We cannot recall a single instance where a fine Whist player has become a great judge, a great advocate, a great author, a great engineer, a great doctor, or really great in anything; although as a rule each great Whist player who has followed a profession has never been below his fellows. We write with the full knowledge that Lords Lytton and Derby (the late) and Buckle were all Whist players, all three men of great talent, but no one a fine Whist player. The Whist player requires an even balanced mind. Witness Mr. Clay. He must be what the Cricketers describe as good all round. To be different from others causes notoriety, and this the Whist player never seeks. There is a belief that men of talent generally have "A bee in their bonnet." Whether this is true or not, we will not now stop to discuss, but the clever men have a happy knack of seeing others' faults. A player may commit a fault, but a reasonable creature should enquire whether there was reason for the blunder. He should inquire how the fault came about. Was it from inattention or stupidity, or was it caused by some one else. The following examples are from actual play, and no joke is intended.

Case 1. Our partner turned up the Club Queen. The original lead was Hearts Knave, won by our partner with the Ace. Partner led another suit, won by second hand, original leader, who continued with King of Hearts; our partner dropped the 10, showing he could have no more. Leader continued with Heart Queen. We had five trumps to the Ace, and a good discard. We passed the Knave, our partner played the Heart four, and scolded us. He said he was Petering! Will our partner tell us how we were to know this until the third round was completed, when all this mischief is done? or, will he tell us if he were strong enough to Peter why he did not lead trumps when he got in with the Ace of Hearts?

On another occasion we played with a very clever man. We led trump; our partner won the trick, and returned the 10. At the end of the hand we took what we thought the only chance, and drew the trumps. We found that our partner had given back the 10, having two smaller ones in his hand, and as a matter of course *we* were in fault.

Yet again our partner had King Queen of trumps. He turned up the Queen, and late in the hand he led the Queen, which won, we having the Ace. Still later we had to play, and the only conclusion we could arrive at was that the King must be to our right. It was in our partner's hand, and again we were in the wrong. In other words, clever men refuse to play in a simple and straightforward way, and those who cannot see through their foibles are to suffer. We think we lose enough by our partner's stupidity without being scolded in addition.

Another time we signalled, and partner having Ace and eight, led the eight. Once more, original lead of a Club, our partner, second hand, won with Queen. Having Ace, Queen, ten, five of the suit. We did not follow suit, and having Ace of trumps alone, he led a small Club, to force us, instead of playing to our discard, or leading his solitary Ace of trumps.

> "Great wits are sure to madness near allied,
> And thin partitions do their bounds divide."

If a player is subject to treatment like we have described for a week or two, we hope he will either think Whist a joke, or give it up as a bad job. The nerves become unstrung, and then will be introduced to the table one of those geniuses who will not be bound by rule in the matter of the original lead. Such an one to start with leads Knave from Knave and another; and he will tell you that he must play to strengthen your hand, because he has such a bad hand himself. Inasmuch as the player who made this lead is a fine player, it is useless arguing with him, but to the youngsters we may say, place the hands where it will be advantageous for your partner to lead the Knave from Knave and another, and it will be found the number of times when the Knave is of any value at all is extremely limited. If you possess Ace Queen, of course it is a beautiful card,

but the odds against your having two named cards is seven to one. It is five to four that you have Ace or Queen. If the former, you play the Ace, and a whole suit is against you, and you are far worse off than when you started, and suppose you take it with the Ace, what are you to do? Would you venture to insult a good player by supposing that he had led from Knave and another, or would you say, I have perfect confidence that he would not deceive me in an original lead. I play on the supposition that he is strong in that suit, and I may therefore lead trumps. We know very well that with a bad hand much good cannot be done, but it is surely worth while to make the best of it. If we have a bad hand, we need not proclaim it on the house top. There is another genius we have in our eye, who sees that his partner wants trumps, takes the first doubtful card led with a trump, and then finds out that he has not another trump to lead to his partner. For our part we do not believe that Job ever underwent the mental torture that we have. We are not naturally exciteable or particularly ill tempered. But just when we have got to the worst as we think, we turn for comfort to some old saw, and say to ourselves, when the worst comes to the worst it needs must mend, or it is a long lane that has no turning. We have scarcely made these remarks to ourselves when in walks the fidgetty player; we have cut to go out when the fidgetty player says he wants to come in. It is explained to him that we have already cut, but the fidgetty player says he does not understand that. In due course, however, he does get in. He begins by picking up his cards all in a bundle. He holds them in his hand, and looks at a paper by his side, and at the same time he turns the faces of the cards towards his adversaries. We see one of his cards slipping out of his hand, but luckily it drops on his knee, then on to the floor. He stoops to pick it up, and three or four more cards go down, he then muddles them altogether, and shakes them about on the table, and one card drops face upwards. He then asks what are trumps? It is his turn to play, and he draws out one card and then another, and puts them both back again, and then he says, "What did you say were trumps?—*Ans:* Hearts. Oh, I thought Spades were trumps! The spade being his exposed card on the Table. This hesitation it is scarcely necessary to say makes even winners uncomfortable, and to a loser such things are unbearable. About the ninth trick we get in and lead a Knave. Our friend hesitates, and goes through the regular performance, and at last he says, "I can't remember—I'll risk it," and thereupon trumps our best card. Whist is a nice game! and if this is the sort of thing we have in store for our old age, we should recommend those men who are cursed with a liver to look out for a single-handed game.

THREE OR FOUR AT WHIST.

A CORRESPONDENT asked us a short time ago whether it was better to be at three or four at Whist. No remark is more commonly heard at the Whist Table than "I would rather be at three than four," but then it must be borne in mind that the remark is generally made as an excuse for having lost a trick. We inquired amongst Whist players which was the best position, and every one had a very strong opinion on the subject; only, unfortunately, whilst the one set were positive that three was the better point, the other were equally positive about four, so we had staring in our face a subject that must have been brought prominently before Whist players from the time Whist was first introduced until now, and no one has attempted to solve the problem. Inquire, gentle reader, of the first Whist player you meet, and we are sure you will get a positive answer in favour of one side or the other, and we are equally sure that you will not have to ask the question very often before you get an opinion in favour of the other side, and it is scarcely necessary to add, the less the player knows about it the more positive will be his opinion. We were astonished to find that no one could answer the question. Of course, saying "three is the best," or "four is the best," are answers in one sense of the word (and one must be best), but as we have always tried to give our reasons for the faith that is in us, instead of following the old fashioned and more simple method of giving our ipse dixit alone, we refrained from answering the question put to us, and we consulted some eminent mathematicians and accountants on the point. One and all declared the question could not be solved by figures. Now if no one knows the true answer to this question, it follows that we have all played in the dark for all these years. We have played from a fanciful idea of what we thought right, and as is generally the case, when we allow our feelings to decide instead of our reason, we have played to a disadvantage. It is clear that if one point gives a better chance of winning the game than the other, and we have not all played for that point (as is an undoubted fact), we have played a game at which, in the long run, we must lose, and we think it must be admitted that as Whist players we have been very remiss in not trying to solve the problem before. It may be that if our ignorance on this point is brought well home to us, that we may set our wits to work to find out other points that are equally dark, or about which we are equally ignorant. Whist, it is said, is not an exact science, but day by day it becomes more exact, and an elementary proposition like this ought not to have been left in doubt for so long a time. We proceed to give our reasons why we conceive the one point is better than the other, and if our reasoning is not conclusive, we hope that some wiser heads than ours will attempt to give the answer in a more complete form.

To determine the exact value of the Whist player's chances when A B are at four and X Z at three is not possible, because considerations of variable play come in. That is to say, the players at three will play for two tricks, when their opponents would, under the same circumstances, made sure of one, which makes them game.

Nevertheless, we can arrive at an approximate estimate of the chances which cannot be very far from the exact values.

In thirty-two games, in each of which A B are at four, X Z at three. As one side or other must make the odd trick, and the chances are even, in sixteen games A B will go out in one hand. If we assume for the moment that X Z, requiring two to go out, will make two by cards as often as the odd trick only, then in eight games X Z will go out in the hand by tricks. Honours are held, on the average, every other hand by one side or other, making a fourth chance of scoring two by honours to each. Therefore, of the remaining eight games X Z will score two by honours and the trick, and make game in two of them. In four games, not otherwise taken into account, the honours will be divided, and X Z get the trick only, and in the remaining two A B will hold honours, and not be able to score them, while X Z make one trick. Thus the result of the thirty-two games will be after one hand.

For A B odd trick	16
Undetermined	6
For X Z two tricks	8
Two honours and trick	2
	32

In the undetermined games the players being at four all, and the chances being even, each will win three. Thus A B win nineteen, and X Z thirteen, or about three to two in favour of the score of four. This calculation depends on the assumption that X Z will score two by cards as often as they will score the odd trick only. But if this be a wrong estimate, it will not very much alter the calculation, as it is only used in the one item of eight games out of the thirty-two. If we assume that they score the odd trick only twice as often as they score two, A B will win twenty games out of the thirty-two, and the odds will be five to three. On the whole, taking the deal into account, it will not be far wrong to say that with the deal the odds are three to two in favour of the score of four, and without the deal five to three.

The proposition is, however, very different if we have to decide which is the better score, three or four against love. In this case the deal becomes of importance, and we may commence by reminding the reader that in six deals the dealer will score honours twice. The non-dealer once, and in the other three deals the honours will be divided. Out of twenty-four hands, A B being at 4, X Z 0, A B will get the odd trick twelve times, and in the remaining twelve games (out of the twenty-four) X Z will go out twice, and there remains ten games unaccounted for. In six of these, on an average, it is two to one that X Z will go out, and in the other four we may take the chance of their so doing at even. The result of this will be that A B will go out eighteen times, and X Z six times, or three to one in favour of four as against love. Now let us take the chance when the dealer is at 3 to 0. Out of twenty-four hands he will go out eight times by honours, and three times by two by cards, whilst the adversary only gets out twice (as per previous calculation), and there remains eleven hands, taking the average two-thirds of 7 and one-half of 4. This will make him go out 17 two-thirds to 6 one-third, or 53 to 19 in favour of A B. Against the deal the score comes out 25 to 11 in favour of three against four, and consequently it is much better to be at four when the deal is against you and your adversary at love. Our readers will understand that we cannot give exact figures. Those we give are approximate, only founded, as we believe, on reason and experience, and the method of our calculation is given above.

But the calculation, though unsatisfactory to the mathematician, who always expects exact results, is quite near enough for the Whist player, for whom we may re-state the general conclusion that in one case, and one alone, is the score of three equal to that of four, and that is when those at three are about to deal, and the adversaries are at love. In all other cases the preference is to be given to the score of four, notwithstanding the inability to count honours, and the advantage of being at four becomes greater as the score of the adversaries advances from nothing to three.

CAVENDISH'S WHIST HANDS.

To the Editor of THE WESTMINSTER PAPERS.

DEAR SIR,—In your journal for February you did me the distinguished honour of inviting me to criticise the "Illustrative Whist Hands" given in Cavendish's new book. I am afraid, however, that I have not had sufficient experience with "Masters of the Science" to do them justice. I would also cheerfully acknowledge my great indebtedness to the previous edition. I have spent many pleasant hours in, and have derived much pleasure from its study, and if the book "wants the lively, pleasant chattiness of the incomparable little work of Mr. Clay" . . . "it is a better guide for those who seriously desire to master the accepted style of play."

I begin by remarking that great care has been taken in setting out the Hands. It is, in my opinion, the best system of Card Notation that I have seen; if the winning card had some distinguishing mark it would be perfect. This, however, is not of so much importance. Young players, for whose instruction the hands are intended, ought to lay out the cards on the table, while *good* players can usually carry the game in their heads.

I now proceed to review the Hands *seriatim*.

No. 1. This is a very simple elementary Hand, copied from the Ninth Edition, p. 91. A's play through-

out the Hand is sound; at tricks 4, 5, and 10 it is very pretty. Y's play at the sixth trick is bad. It is developed at trick 3 that B has the winning Heart, and that A has no more; he (Y) cannot therefore hope to establish his suit, and should return his partner's lead in Clubs. It will be found that this play will gain a trick. "The result," however, to quote from Cavendish, "is no criterion," but I hardly think that Y should play badly simply to make A successful.

No. 2. This hand is given to show when to lead trumps from four. The selection is judicious, and the play throughout is good. The inference after trick 8 "*if he remembers the seven is the best*" being incorrect ought to be altered.

No. 3. "A simple elementary hand, save in one point, which demands strict attention to the rule respecting returned leads." The play all round is fairly good, and the reasoning after trick 7 is particularly good.

No. 4. Is supposed to illustrate the importance of playing to the score. The reasoning after trick 11 is very plausible, but I remember when I first played the hand (page 94 of Ninth Edition), I credited B with the best trump (his play at trick 9 favours this supposition), and the best Diamond, and consequently made one more trick. Had the score of Y Z been 4, the play might have been considered bad, but under the circumstances I consider it defensible.

No. 5. This hand illustrates the importance of returning a strengthening card having originally three; also of refusing to trump a doubtful card with four trumps. The play is sound, but very simple (Ninth Edition p. 103).

No. 6. This hand is supposed to show the importance of playing to the score, was, I think, expressly concocted for an early edition, and is utterly unworthy of a place in the 10th. Y's success depends entirely on B's bad play, and B does play so execrably that Cavendish has to apologise for him. For example. At trick 2, holding Ace, King, 10, 7 of trumps, and 4 of his partner's original lead, he has not pluck enough to venture a trump. At trick 7, after having signalled, he throws away a winning Club, and allows Z to make the paltry deuce of Diamonds. At trick 9, although Z has been forced, he finesses, "as he ought to do," says Cavendish, "and loses one more trick." If your readers will take the trouble to turn to the ninth edition, page 101, they will find this hand rather differently manipulated. B does not signal, I presume does not finesse, and scores two by cards and two by honors. Your remarks, "We prefer a real Whist hand, however faulty, to a made up stilted hand," are very applicable to No. 6.

No. 7. This hand is worthy of especial notice, on account of its being the first in which Cavendish adopts his plan of leading the lowest but one when he opens a suit containing five or more. I first saw this method advocated in the *Field*, about the middle of 1872. The articles were reprinted by you two or three months later, and from your remarks thereon, and from an able letter in February 1873, over the signature "Anti-Cavendish," I thought the system was not likely to be generally adopted. At first I looked upon the innovation with suspicion. I did not adopt it, nor did any of the gentlemen with whom I was regularly in the habit of playing, because we thought that whatever might or might not be its merits, it would be hardly fair when we played with persons ignorant of it. But now that we have received the new book,—a book which every Whist player ought to possess,—there can be no excuse for any one pleading ignorance of the system, and it is now no more unfair than the call for trumps. I, therefore, determined to give this "proposed extension of principle" a fair trial, and have done so within the last month several times with singular success. The examples selected by Cavendish—at least the two or three I have been able to examine—are not first class, and if you care to have them, I shall be glad to send you a couple for the WESTMINSTER PAPERS.* Please pardon this digression. The way in which this hand is played is so diametrically opposed to the important principle laid down at p. 108, "DO NOT TRUMP A DOUBTFUL CARD IF STRONG IN TRUMPS,"—that I took the trouble to lay out the cards, took Y's hand, and got three good players to take the others. Of course *I* knew where all the cards were, but the others did not, and the play was as follows:—

(To be continued.) W. B.

DRAMATIC NOTES.

IF we are to judge by outward appearances, there is at the present moment a great and sudden enthusiasm for Shakspeare. Five London theatres are presenting specimens of his works, and a morning performance was lately held at Drury Lane, for the double purpose of celebrating the poet's birthday, and of providing funds to aid in the establishment of a memorial theatre at Stratford. The birthplace of a great man has undoubted claims to the respect of posterity; but, so far as a theatre is concerned, Shakspeare can be honoured to more purpose in London than in Stratford. What will Stratford do with the theatre when it has got it? is a question that will occur to most people. To make the performances in this theatre worthy of the man commemorated, it would be necessary, not only to order actors from town, which might be achieved, but also to secure audiences from London, which would be more difficult. And though a college for the "encouragement and improvement of the Thespian art" is very much wanted, it is questionable whether there is anything in the air of Stratford which would assist in infusing Promethean fire into dramatic aspirants. But allowing that the object is praiseworthy, the performance at Drury Lane might have been better supported by the profession. *As You Like It* was the play selected, and though the cast of the subordinate characters was fairly strong, the

* Certainly, send them by all means.—ED. WESTMINSTER PAPERS.

three leading parts of Rosalind, Orlando and Jaques were inadequately represented. Mr. Creswick, who was the Jaques, has merit, but he cannot be termed the leader even of the old school; and Miss Faucit possesses nothing more than a name to conjure with. There is no lady on the stage who can approach the Rosalind of Miss Faucit as it was five and thirty years ago, but there are two or three under the age of thirty who would now be better able to embody the character.

In treating of the Othello of Signor Salvini we are at once met by the difficulty, if not the impossibility, of criticising a gentleman who has leapt at once to the highest point of popular favour. Fashion has taken up Signor Salvini, fashion has decreed his performance of the Moor to be marvellous; he is talked about everywhere, and the newspapers, following the fashion, are full of Salvini and his admirers. We are told that the authoress of *Adam Bede* has been to see him, as if the approval of a novelist, however eminent, was final as to the excellence of an actor. Readers of the *Times* are startled one morning by an advertisement, a column in length, setting forth that the various companies of the London theatres have requisitioned Salvini to give a morning performance for their benefit, and that the affable Italian has consented, presumably with the sanction of his manager. The name of Mr. Irving is not in this list, and a contention arises as to its omission, only to be settled by a public letter from that gentleman. But though Mr. Irving's name was absent, the ladies of the Alhambra and other burlesque establishments unanimously signed the requisition, and what can be a greater proof of Salvini's attraction than the burning desire of these intellectual persons to see *Othello?* The performance came off, and it is understood that the profession attended in large numbers; it is also understood that admission was gratis. At the same time, there is no doubt that the paying public is attracted. Fashionable people, who have never probably taken the trouble to see *Othello* acted in their native language, rush to Drury Lane, and, influenced no doubt by the grandeur of the play, as well as by Salvini's acting, come away protesting that no Englishman is to be named in the same breath with the Italian. And there are others, besides mere people of fashion, who will always give more favour to a foreigner than to an English actor, without regard to their merits. On the whole, then, we are disposed to think Salvini over-rated. His rendering of Othello is very good, but not so good, we think, as that of Mr. Phelps ten years ago. But Mr. Phelps was never a fashionable actor. The peculiar points of Salvini that have been so much praised are caused by an Italian view of the part, and the question arises whether the traditions of the English school have been all wrong, and whether Shakspeare, who was an Englishman, is to be acted as if he wrote in French or German or Italian. Salvini's acting is southern and tropical. His arms and eyelids play a great part in the performance; he dances on Iago, flouts Emilia, is very rough with Desdemona, and cuts his own throat to a gurgling accompaniment. All this, though admirably suited to an Italian audience, does not strike us as being adapted to an English one; and yet, as we have hinted, it may account for the extravagant praise of the English critics, always prejudiced against the land of their birth.

With *Hamlet* at the Lyceum, *Othello* at Drury Lane, *Much Ado About Nothing* at the Gaiety, and *Richard the Third* at the Surrey, the Shakspearian list is completed by the *Merchant of Venice* at the Prince of Wales's. Great liberties have been taken with the poet, who did not trouble himself about the unities, both at Drury Lane and the Prince of Wales's in order to ensure a single scene to each act. We question whether the changing the scenes before the audience, so much objected to by Mr. Bancroft, is less repugnant to them than the long "waits" between the seven acts or tableaux into which the *Merchant of Venice* is divided at the Prince of Wales's. The scenery and appointments are of great beauty, and it is apparent that the revival has been arranged with much labour and in excellent taste. Miss Ellen Terry is a most engaging Portia. Her weak points are a slightly pre-Raphaelitish appearance, and a voice rather unsympathetic. In all other respects she is admirable, and possesses both force and refinement. She is an actress by intuition, and in that respect differs from her sister, Miss Kate Terry, who became an actress by a course of severe training. The gentlemen, with the exception of Mr. Brooke as Bassanio, and Mr. Wood as Launcelot Gobbo, are hardly open to praise. Mr. Archer is excessively lugubrious and preachy as Antonio, and Mr. Coghlan, as Shylock, fairly bewildered and irritated his many admirers on the first night. Had he been to see Signor Salvini? and did he seek to show, by a most violent contrast, that extremes meet? Was it his intention to show how insignificant the text of Shakspeare would sound when delivered in a cavalier, conversational, and off hand manner? Or had he gone beyond his powers, and in the futile effort to illustrate Shakspeare returned to the colourless and amateur style which characterised him when he first appeared at the Olympic in the *Hidden Hand?* These questions cannot be answered satisfactorily. Mr. Coghlan is not a mere Robertsonian actor, as his Alfred Evelyn and Charles Surface have proved; and it is easily open to him to demonstrate whether Shakspeare is too much for him. Let him revise his reading of Shylock, and allow his own intelligence to have its way, instead of repressing it under a mistaken impression of being natural.

Mr. Gilbert has come again to the front. He has written a very humorous little piece, called *Trial by Jury*, to which Mr. Sullivan has added music, and the combination is pleasant and funny. The satire may be said to be directed both against juries and operatic performances. There is, at the Royalty Theatre, however, a tendency to introduce more hugging and kissing into *Trial by Jury* than appears necessary. The exigencies of the stage authorise a moderate amount of osculation in public, but there appears to be no occasion for an actor to sit for five minutes, as does Mr. Fisher in *Trial by Jury*, with a lady, closely embraced, perched upon his knee. The spectacle becomes unpleasant. In *Tom Cobb*, which has been very successfully produced at the St. James's, Mr. Gilbert gives his rare talent for humorous and witty satire full play. *Tom Cobb* is called

a farcical comedy in three acts, but the description is not correct, as no comedy that runs to three acts should be without some one character that is not utterly despicable, or without some appeal to the sympathy of the audience. Nor has Mr. Gilbert advanced in constructive skill, for the accidents by which Tom Cobb is made 'fortune's toy" are more laboured than natural in their ingenuity. But the dialogue is wonderfully clever, and the satire, sometimes expressed openly, sometimes covertly conveyed, is wholesome and keen. And it is only fair to draw attention to the unusual excellence and harmony of the acting at the St. James's. There is not a character in *Tom Cobb* that is ill played, and those taken by Miss Litton, Mr. Hill, and Mr. Clifford Cooper, are acted with much ability, and no exaggeration. Mr. Gilbert displays so great a talent in seizing on and exposing the follies, the weaknesses, and the humbug of society in general, that we would ask him to look at home—that is to say, at that world of literature and art with which he is no doubt well acquainted, and put some of its members into his pillory. The journalist who writes his virtuous leading article with his tongue in his cheek, the manager who panders to the vices of society, the dramatic author who aids him in the congenial task, and the critic who has one report for his friends, and another, quite different, for the public, might all afford material for Mr. Gilbert's powerful mind to work upon. It is not fair that the long suffering public should always be the *corpus vile.*

Mr. Hollingshead was disappointed in his expectation that translations of the elaborate and morbid French melodrama had obtained a firm hold on the favour of the public, for *Rose Michel* was a great failure. "Bouffonerie" also, which is the name given to the latest phase of burlesque, seems to have received a check in *Intimidad* at the Strand. The Opera Comique has been re-opened for the performance of French comedy, and the specimens produced have been more nasty than their wont, to the manifest delight of the majority of the critics. The seventh commandment is variously illustrated by heroines who have once broken it, or are about to break it, or connive at another breaking it, or have never observed it. When the subject is treated with some attempt at seriousness, the critics are cold, but when it is made a wild jest, their approval has no bounds, and the old illogical plea is put forward that the improbability of the incidents condones their indecency. Pushed to extremes, this argument becomes ridiculous, and by a parity of reasoning the man who, according to Douglas Jerrold, would sharpen his knife on his father's tombstone to kill his mother, would not be committing a murder, because the case would be so improbable. Stimulated, perhaps, by the support given in the Press to the Opera Comique, the manager of the Charing Cross Theatre, where Mr. Wilkie Collins's play, the *New Magdalen*, has lately been performed, advertises that this production is a sermon on Charity, and a lesson in Christian mercy, and that the "great social question is discussed on the stage every night." Putting aside the judge and jury style, which this last sentence suggests, we must say, that if Mr. Wilkie Collins's *New Magdalen* is to be accepted as a happy solution of the social problem society must be in a very rotten state indeed.

ANSWERS TO CORRESPONDENTS.

CHESS.

G. E. B.—Many thanks for the problem, which shall have due honours next month. You shall hear from us privately in a few days.

W. Coates.—Your suggestions have received our careful consideration, and we are much obliged to you for them.

W. C. C. (Eastwood).—It shall be re-examined, and, if found correct, shall appear next month.

W. Crane jun. (Sydney).—Please accept our best thanks for your kind letter. The information is very welcome, and the interest expressed in the Papers very gratifying to us.

E. E. Peyer (Endeavour Chess Club).—Thanks for the trouble you have taken. If all secretaries of English Chess societies would do likewise, our record of English Chess would be much more complete than it is at present.

J. W. (Leeds).—It gave us great pleasure to hear from you again. The game came too late for this month, but it shall have our earliest attention.

S. H. T. (Kennington).—Thanks for the correction, which, however, we had ourselves found to be necessary before receiving your letter.

W. D. R. (Liverpool).—In the problem by Bayer referred to, a White Knight was omitted from K B 4. The first move of the solution is then B to K R 5. Curiously enough the omission has never before been noticed in all these years.

W. N. (St. Neot's).—After the defence P to R 7, you give the correct reply for White, 2 R takes Kt; but how can Black now prevent the mate in two more moves? If 2 P Queens, White plays 3 Q to B 2 ch, and should the B interpose, 4 Q takes B mate, and should Black play 3 K to Q 4, the White Bishop mates at K B 7. If Black plays 1 P or B to B 4, White continues with 2 Q to Q sq, &c. Have you not overlooked something?

ECARTE.

M. and O.—M asks for 4 cards. O gives him 3, and then takes his own cards. What is to be done?—*Ans.* M. can announce the fact, and play the hand if he pleases, or he can mark one, and throw up the hand. If he elect to stand the deal, O must give another card from the pack. The dealer loses the right to mark the King.

A. S.—Our correspondent writes, attacking us for the view we took of the trial of Clayton v. Jones. He says we write from the lawyer's point of view, instead of (as we profess) from the card player's point of view. We reply that the subject is now out of date. A criticism on our article would have been gladly received at the time, but we think it is now useless to re-open the subject. When we wrote there was time for a new and more satisfactory trial. No motion was made for a new trial, but, for our correspondent's satisfaction, we may admit that we did write from the lawyer's point of view. We looked for a motive for the act of cheating, which we did not find. This is a principle of law, but it is not a principle in dealing with cheats. We know that a man who will cheat, and is found out, will continue to cheat, although he knows he will not be paid, just as the historical thief would place his hand in your pocket although he knew there was nothing there. The question before the Court was cheat or no cheat, and until this point was decided we could not apply the principles applicable to the cheat.

Scot (*Kirkcaldy Election.*)—Bets on the result (not as to the majority) must be decided after the petition is heard. If the election is declared void, bets are off.

Alfred Rhodes Bristow.

WESTMINSTER PAPERS. JUNE, 1875.

The Westminster Papers.

1ST JUNE 1875.

THE CHESS WORLD.

"The whisperings of our petty burgh."

WITH the Solutions and Reviews published in our last number, the contest, extending over twelve months, was brought to a conclusion. As our readers are aware, the Tourney eventually dwindled down to a struggle between Messrs. Andrews and Nash, some of the early competitors having fallen out of the race, and Mr. Thomas, a very formidable antagonist, having taken up the running too late for serious competition. We have found a decision upon the counter claims of Mr. Nash and Mr. Andrews no easy task, and in the event we may almost apply the Lady of Belmont's "twentieth part of one poor scruple" to the turn of the scale. It should be mentioned that in several cases Mr. Nash failed to receive public credit for his work, although there was no omission in our estimation of it. Problem No. 559 he proved, by analysis, admitted of no solution, and that, as well as his solutions of No. 575 and 609, and a very clever "cook" of 598, were omitted from the Reviews altogether. Nevertheless, we are bound to award the prize to Mr. Andrews, whose analysis and Reviews, in our judgment, deserve it. The superiority is however so slight, that we cannot allow Mr. Nash to go entirely unrewarded. As a mark of our appreciation, we therefore offer him a copy of Mr. Wormald's Chess Openings, and on his signifying his acceptance of our offer, the book shall be forwarded to his address.

We cannot pass from this subject without expressing our acknowledgments to Mr. S. H. Thomas for efficient aid in the examination of the problems competing in the Tourney.

We have been requested by the Committee of the Westminster Chess Club to publish the following report of the judges in the Problem Tournament inaugurated by that Club last year :—

TO THE COMMITTEE OF THE WESTMINSTER CHESS CLUB.

GENTLEMEN,—We have now the pleasure of reporting the result of our labours in connection with the Chess Problem Tourney instituted by you in July 1874. Thirty sets, each containing three problems, have been sent in to the competition. Eighteen of these, having passed a preliminary examination, have been published in THE WESTMINSTER PAPERS, and the remainder have either been disqualified or withdrawn from the Tourney. We have given our best judgment to the consideration of the merits of the various problems, and conditionally award the prizes as follows :—

First Prize :—Glüchliche Reise
Second „ :—Finis Coronat Opus.

We are of opinion that the set contributed under the motto "Perhaps a Name" is deserving of special commendation.

We think it right to inform you of the way in which we have dealt with what are called dual moves, where these have occurred in the solution of a problem. We agreed not to disqualify the set containing such problems, but to degrade it in proportion to the measure of importance we attached to the deviation from strict accuracy, after careful consideration of each case. We have pleasure in adding that a large number of the contributions to this Tourney are, in our judgment, fully equal to the standard of previous problem competitions. The sets "Good is Good," "Adelaide," "Heads or Tails," "Look upon this Picture," among the correct problems; and "Non quo sed quomodo," and "Bicolor Campus," among those found to be incorrect, contain compositions of a very high order of excellence.

Signed { F. H. LEWIS, P. T. DUFFY.

Westminster Chess Club, 20th May 1875.

As announced in our last number, this award is conditional that no second solutions of any of the problems; nor any breach of the published regulations are brought forward against it up to the 28th instant. To the author of the set which has secured such honourable mention from the judges, we shall ourselves present a complete set of THE WESTMINSTER PAPERS to the end of the Seventh Volume, subject of course to the same conditions.

There is only one part of the foregoing award that appears to call for any comment; the manner in which

the judges have dealt with "dual moves." On the whole, we believe they have exercised sound judgment in not pushing the dual move theory farther.

Composers of problems are rapidly coming to the conclusion that dual moves in the attack are defects to be avoided, and this growth of opinion has had already a most beneficial effect upon what may be called finish in their work. For all that, there are many problems, embodying the finest conceptions, from which the total exclusion of such defects is found to be impossible, and these a too rigorous application of the theory would banish from the realms of problem art. No one desires such a consummation as that, and we therefore think the judges in this Tourney have acted wisely in determining to consider dual moves as defects of degree.

We have been requested by our esteemed correspondent, Mr. Watkinson, to correct a misstatement which appeared in our account of the West Yorkshire Chess Association last month. Our account was taken from a Leeds paper, and it was therein stated that in the second round of the first class Tournament Mr. Thorold beat Mr. Finlinson. Mr. Watkinson informs us that these gentlemen did not play in the second round owing to the lateness of the hour, so that the prizes were divided without any contest.

Mr. Bird is engaged in preparing for the press a selection of games by great players, entitled *Chess Masterpieces*. The work will be issued in octavo form, and at a price which should command a very large sale to re-coup the compiler for his expenditure. The price will, we believe, be half-a-crown, and any person desirous of subscribing can address Mr. Bird, at 101 Strand, London, W.C.

Herr Berger, of Grätz, has at last excited the wrath of the pair of officials who may now be considered the executors of the defunct British Chess Association. The official heart turns out to be something more than a mere abstraction after all, and, when touched, it is found to be flowing over with sympathy for—the hapless Committee! The official mind, too, is in full accord with the official heart, and is sternly bent upon "counteracting" Herr Berger and the Chess players of Germany, in whose names he writes. Things have come to a pretty pass, reflects the official mind, when a "sauer-kraut-eating" foreigner is permitted to express distrust of gentlemen whose high social standing is acknowledged throughout the civilized world, and is particularly well known in large European cities and towns. Things have come to a worse pass when Herr Berger's or any other man's opinions of Chess Problems are intruded upon the public. But, worst stage of all have things attained when a "discriminating contemporary" drags the salaried manager of a Problem Tourney from the crowd of amateurs amid which he seemed desirous of hiding himself to escape the obloquy he had achieved. All these things have come to pass, reflects the official mind, and now it is high time to—defend the Committee! Now it is high time to set the old machinery in motion. Now not only must reputations be defended, but characters must be destroyed, and now must the Drawcansir of the occasion be found. He is happily found in our contemporary the *Sportsman*. In these scholarly hands perversion of an opponent's meaning, and exaggeration of an opponent's arguments, are mere playthings—the common devices of his kind. In these hands hypothesis grows into unscrupulous assertion, and doubts of unknown men's impartiality are transformed into malignant personal slanders. Herr Berger's "If" mercenary motives have actuated the writer of an anonymous article becomes a charge of "bribe-taking against Mr. Potter," and his suggestion that the "sealed envelopes" have failed to secure, in all cases, the purpose for which they were intended, is enlarged into "tampering" with them.

With these specimens of his candour before us, it does not surprise us to find that all the points the officials might be expected to answer are carefully ignored. There is much about "taste" in Chess problems, of which the management is supposed to know little, not a word in relation to subjects of which the management is known to know everything.

Not even Herr Berger, we should think, expects a justification of the award on matters of "taste," or any other qualities in the gentlemen who made it. Their taste and judgment are entitled to as much respect as those of any other persons that could be chosen for the office, and we pointed out, in our January number, long before the "scandalous imputations" had penetrated the moal epidermis of the *Sportsman*, that they undertook the duty of awarding the prizes only because no one else would do so.

We also pointed out then, as we do now, that the contemptible muddle which has provoked the ridicule of Europe was the work of the management. The conduct of this Tourney is, rightly or wrongly, believed to have been entirely in the hands of Herr Lowenthal, and all the mock heroics of our contemporary cannot obscure the fact that this gentleman can reply to the questions every competitor desires to see answered. He can tell the competitors whether or not the publication of the problems was suddenly stopped, and, if so, why a necessary regulation of the Tourney was thus disregarded. Herr Lowenthal can inform them whether the set "Es is ja so schwer" was ever submitted to the examination of the Committee, and if not, why not? And he should be able to tell them why no notice was taken of the errors in the prize problems made known before the publication of the authors' names.

No one who knows anything of the inner history of the past competitions of this Association will be surprised at the want of confidence in this one, expressed by Herr Berger. The importance and extent of the 1862 Tourney would doubtless have been a severe trial to the business capacity of the most competent man. No wonder, therefore, if in Herr Lowenthal's hands, the management excited wide-spread dissatisfaction. Even the little Tourney of 1866, in which there were only some two dozen competitors, was not concluded

without much display of ill feeling, some of which may be attributed to mismanagement. Mismanagement is, at all events, the mildest term we can apply to the contents of Herr Lowenthal's letter to Herr Kohtz, dated the 19th September 1866, which is now in our hands. This remarkable letter was written in reply to a question addressed to Herr Lowenthal, whether the joint productions of two authors would be excluded from the then recently announced Tourney. If Herr Lowenthal can remember the terms of his reply to that question, now well known to German Chess players, we should think he will be among the first to admit they have some grounds for doubting the impartial conduct of "Association Tourneys." It is no part of our policy to prolong this controversy upon the late Problem Tourney, and further than the publication of any explanations Herr Lowenthal has to offer, we do not intend to continue it. We gained our object when we relieved the names of honourable persons from the stigma attaching to them from the misconduct of the Tourney, for which they were in no way responsible, and had given a fair hearing to the complaints of men who felt themselves aggrieved.

We believe our course has commended itself to every lover of fair play, and to their consideration we leave the reply which has appeared in the columns of the *Sportsman*. That reply comes from an official hand, yet it neither denies nor excuses the mismanagement of which the Association stands accused. The answer vouchsafed is, that German Chess players eat sauer-kraut; that the British Chess Association is dead, and that it died as bankrupt in purse as its management has long been in capacity.

One of those pleasant réunions of Chess players, inaugurated some years ago by Mr. Gastineau, of the City Club, and continued by Mr. Rabbeth, his successor in the office of President, took place at the house of Dr. Ballard, in Manchester Square, on the 1st ultimo. Most of the leading London players were present, and Herr Zukertort displayed his singular blindfold powers in a contest against eight players simultaneously. The blindfold player won against Major Martin and Messrs. Marett and Lindsay; lost to Messrs. Vyse, Lawrence and Maas, and drew against Messrs. Salter and Coburn.

The *Glasgow Herald* of the 22nd. ultimo, contained a letter from Mr. R. S. Moffatt, in which we find ourselves classed with several other editors as members of a clique, whose common bonds of sympathy are mutual admiration and praise of the City Club. Mr. Moffatt writes of the *personnel* of London Chess journals with more confidence than is warranted by his knowledge, but we shall not follow him into that part of the subject further than stating that he is mistaken in supposing the Chess editor of the *Westminster Papers* to be connected with any other magazine, either as regards its cover or its contents. Herr Zukertort, to whom Mr. Moffatt's strictures obviously refer, is the editor of the special part of this journal wherein his name appears, and we are, of course, guided by his advice and acknowledged experience as to the importance or otherwise of communications whose subjects fall within his province. But he is not concerned in our action, either as regards the admission or exclusion of matter to or from our pages. If Mr. Moffatt's variations in the Evans Gambit had been addressed in the first instance to us, they would have been readily inserted as expressions of opinion upon a subject generally interesting. That much Mr. Moffatt or any other correspondent has a right to expect from us, and if we had denied his right, there might be some grounds for complaint. But the variations, when we first saw them, were already printed, publicity had been secured, and it is quite another thing to expect us to quote and review an article which had appeared in a contemporary without something more than a cursory examination. We do not suppose that Mr. Moffatt expected us to do anything of this kind, but the delay in examining his variations having been explained, it is altogether unjustifiable to charge us with a desire to ignore them. Nor does Mr. Moffatt's resentment of our contemporary's "chaff" justify him in ascribing to Herr Zukertort any motive for the delay but the very sufficient reasons assigned for it. Every one who knows Herr Zukertort acknowledges his perfect honour, his contempt for cliques, and his readiness at all times to further the interests of Chess without fee or reward. If Mr. Moffatt possessed half the knowledge of Chess journalism he seems to profess, he would know that Chess cliques are things of the past. When Chess journals appealed to a *clientèle* of one or two hundred local readers flourished, and their members fattened in reputation if they starved in purse. In our times the readers of a Chess journal are numbered by thousands, spread over the civilised continents of the world, and every reader is a critic to the manner born. In the light of such publicity no clique can stand, and Mr. Moffatt is himself a living witness to the truth of these remarks. If there was any foundation for his charges against the *City of London Magazine* or ourselves, neither would long survive them. For ourselves, we intend to be found alive long after Mr. Moffatt's variations have been reviewed by Herr Zukertort.

The *News of the Week* announces the conclusion of the Handicap Tourney of the Dundee Chess Club, and that the prizes have fallen to Messrs. Lowson, G. B. Fraser, and W. N. Walker, in the order named. Their respective scores were $7\frac{1}{2}$, $6\frac{1}{2}$, and $5\frac{1}{2}$. The editor of the *News of the Week* offers a silver medal as a prize for the winner of a Tourney by Correspondence. The conditions are set forth in his column for the 8th ult.

A match between the Cheltenham Club and the Bristol and Clifton Chess Association was played, at the rooms of the former, on Saturday the 22nd ult. Eighteen players—nine on each side—took part in the contest which, bating an hour's adjournment for refreshment, was continued from 3.30 to ten o'clock in the evening. The result, a decisive victory for Cheltenham, is very creditable to a club numbering only twenty-

two members. The Bristol and Clifton Chess Association possesses over a hundred members, some of whom are reckoned among the best players in the provinces. The following is the full score.

CHELTENHAM.

	Won	Lost	Drawn
Rev. C. E. Ranken	1	0	0*
Mr. B. W. Fisher	0	0	1
„ W. Coates	3	0	0
„ F. J. Young	3	0	0
Dr. Philson	2	0	1
Mr. Ayre	0	0	1*
„ Prowde Smith	1	1	0
Rev. C. Moore	1	1	0
Mr. Whittard	1	1	0
Total	12	3	3

BRISTOL AND CLIFTON.

	Won	Lost	Drawn
Mr. J. J. Minchin	0	1	0*
„ W. Cook	0	0	1
„ C. Boorne	0	3	0
„ Franklyn	0	3	0
„ A. T. Perry	0	2	1
„ W. Berry	0	0	1*
Rev. N. Tibbits	1	1	0
Mr. Lewis	1	1	0
„ W. Tribe	1	1	0
Total	3	12	3

* Unfinished, and therefore given up as drawn.

The Hon. Secretary of the Caissa Correspondence Club has issued a report of the transactions of that Society for the quarter ended 31st March last. This club has been in existence for some years, and save for a short interval last year, has been steadily pursuing the objects for which it was organized, yet it now numbers only fourteen members. Surely the authors of the anxious inquiries for correspondence adversaries that one so often reads in the Chess columns cannot be aware that in this club they have the very thing they seek? The subscription is, we believe, only five shillings per annum, and the Secretary is C. F. Green, Dundrum Lodge, Co. Dublin. The report states that five games have been finished since the issue of the last one, that twelve games are in progress, and that Miss Francillon, of London, is at the top of the score list, with three won games, and none lost or drawn.

The first part of Mr. Kunkel's translation of the German Handbuch, published by Mr. Hanshew of Frederick, Maryland, has just reached us. This instalment of the work extends to forty-four pages, and contains the Allgaier and Centre Gambits, with full translations of the very valuable notes. This fact alone should commend it to English readers, and the book being issued at an exceedingly low price, we can cordially recommend it to them. The English notation has been adopted by the translator, and though the algebraic form in which the moves are printed, may puzzle those unaccustomed to it at first, a little application will soon conquer that difficulty.

The new *American Chess Magazine* has been issued, and is spoken of favourably by our American contemporaries.

Mr. J. B. Munoz, of New York, has completed a curious task, upon which he has been engaged for some time past. He has composed a series of Chess problems, twenty-six in number, representing on the diagrams the letters of the alphabet. The diagrams and pieces have been drawn in Indian ink, and the whole collection forms a picture 22 by 28 inches, which is now in the lithographer's hands. We should think that every lover of problems will be desirous of possessing such an unique specimen of the art. Mr. Munoz's problems have, we are informed, passed the critical examination of several analysts, who speak highly of their merits. The price of the lithograph is 10s, and intending subscribers can address Mr. J. B. Munoz at Box 5,281, Post Office, New York.

The pressure of much important matter compels us to postpone our notices of foreign exchanges. We must, however, find space for the following problem, dedicated to our problem reviewers, by the Rev. A. C. Pearson. We offer a copy of Mr. Cook's "Synopsis" for the best solution of this problem, but we except Messrs. Andrews, Nash and Thomas from the competition. The problem is intended as a compliment to that triumvirate of skilful analysts, and we are desirous of seeing other contributors associated with it.

Dedicated to "Our Problem Reviewers."
By A. Cyril Pearson.

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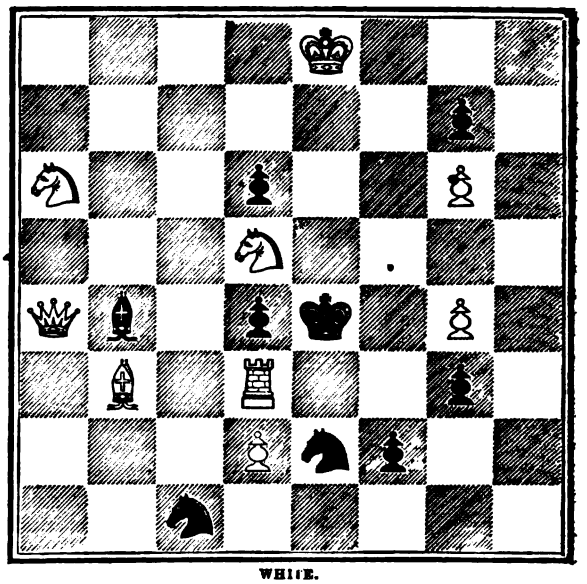


WHITE.

In how few moves can White mate?

We have received the following letter from the Secretary of the Philadelphia Chess Club. We have not seen the communication signed "C." referred to, and are therefore entirely ignorant of the remarks which

have provoked the censure of the committee of that club. We sincerely hope, however, that no individual crotchets will be permitted to mar the success of the work in which the Philadelphia Chess Club is now engaged, the promotion of an International Tourney to which Chess players throughout the world are looking forward with the greatest interest.

To the Editor of THE WESTMINSTER PAPERS.

DEAR SIR,—At a special meeting of the Board, held 21st April 1875, the following resolutions were adopted :—

Whereas, a communication from Philadelphia, headed "American Chess Association," and signed "C.," and purporting to speak for the Philadelphia Chess Club, having appeared in the Chess column of the *Spirit of the Times*, 17th April 1875,

Resolved—That the aforesaid communication is a purposed fabrication in so far as the writer of it speaks for the Philadelphia Chess Club.

Resolved—That we caution the public against communications, not attested by the Secretary, which purport to speak for the Philadelphia Chess Club.

Yours truly, G. REICHHELM, Secretary.

THE LATE PROBLEM TOURNEY.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—As one of those whose names have been held up to the scorn of problem composers in all time, and whose decisions have been characterised either as suggestive of suspicion or indicative of incapacity, I venture, with becoming diffidence, to offer a few remarks on the letter of Herr Berger which appeared in your last number. The first point to which I must direct attention is the mistake Herr Berger has made in confounding the committee who awarded the prizes with the British Chess Association, an error which invalidates the most serious part of his impeachment of that committee, and materially affects some of the charges hurled broadcast against it. When the Tourney was originally started, the British Chess Association sought and obtained the assistance of certain gentlemen, connected with it neither by membership nor any other tie, to form a committee for the adjudication of the prizes, their position in the English Chess world being a sufficient guarantee of their ability for the task. The sole duty of this committee was to examine and award; further functions, or further authority, it had none. The conduct and management of the Tourney remained, from first to last, in the hands of the Association;* all documents and papers were retained in its possession, and it was the sole controller of all the business arrangements relating to the matter. Now it is evident that these two bodies are liable to very different kinds of charges, the one being responsible for the awards, the other for the management of the Tourney. But what does Herr Berger do? He impugns the awards and arraigns the management, but instead of bringing two criminals to the bar, he empties all his vials of wrath on the unfortunate committee, who are cursed with a judgment differing from his in matters of taste. As one of that committee I shall examine all of his letter that fairly relates to it, but, having nothing to do with the Association, I must consider it beyond my province to touch on such matters of management as "the stoppage in the publication of sets," "the ninth rule of the programme," "the other reasons besides inaccuracy," and also the treatment of "Es is ja so schwer," which, so far as I am personally aware, was never submitted to the judges at all. For answers to these, Herr Berger must go to the British Chess Association.

So far as the first and second prize sets are concerned, the verdict of the committee seems pretty generally endorsed, and is admitted as correct even by Herr Berger himself, although apparently he cannot restrain a sneer at an International Tourney where violations of the laws of naturalness and beauty can be ascribed to the set that takes the first prize. I confess I am lamentably ignorant of the laws of beauty and naturalness, especially such as govern Chess problems; but in any case the composers, and not the judges, are answerable for such faults, and upon them such a sneer must fall. The award for the third prize, however, meets with anything but unanimous approval, and there is an equal want of unanimity as to what set does deserve it. Herr Berger decides in favour of "Why so, pritheee?" and supports his opinion by such strange assertions as to make it a matter of speculation on whose side the incapacity with which he brands the judges actually lies. Selecting Nos. 2 and 5 of that set, he makes the astounding statement that they must be considered as well-nigh perfect productions of problem art. I at once dismiss No. 5 from my consideration, for a simple three-mover, with a fourth move added, can scarcely be considered a triumph of art, Herr Berger in the affirmative notwithstanding; nor will the opinion of two problem masters of Austria weigh down the universally expressed opinion of its uninteresting and obvious solution. With No. 2 I shall be compelled to deal rather fully, not on account of any superior merits it may possess, but solely because on it Herr Berger bases his views of what constitutes the best class of problems. That we should thoroughly investigate his views is important, for they are put forward with the indisputable authority of ascertained facts, and applied with the unyielding rigour of fixed laws, so that if the least doubt be thrown upon them they are of no value whatever, and Herr Berger's indignation, instead of arising from an injured sense of right, in one who knows what right is, will be convicted of imposture, and appear to the world as the offspring of a conceited imagination. Speaking of No. 2, he asserts that it is of the highest class of problem composition, and, from the language he employs in its praise, it is but fair to infer that he regards it, as I intend to take it, as a representative of its class. It is true that he endows the class with qualities that I am unable to find in the problem, such as a series of quiet moves skilfully conceived, or the embodiment of a beautiful variety of ideas, but that is probably owing to my uneducated taste, and the problem possesses them despite my blindness. Be this, however, as it may, I venture to assert that the great characteristic of the class in general, and this problem in particular, is that the attack relies on waiting moves to bring about the mate. Every move but one or two the defence can possibly make is already provided for in the position, the excepted moves are really the only defensive moves that can be made, and are the only defences the attack has to encounter. How different this from a problem where the attack is entirely unknown and unseen, where the defence before the first move is free and unshackled, and even after it is made appears to have abundant resources of escape, meeting combination by combination, and subtlety by subtlety. I am well aware that in both cases the defence is ultimately compelled to lend itself to the purposes of the attack, but

* In other words, of Herr Lowenthal, the manager of the Association.—ED.

there is no comparison, especially from a composer's point of view, between a defence that sullenly and helplessly marches to a foreseen fate, and a defence that, seeing through a sudden attack plays to meet it, and by that play, subtle though it be, contributes to its own defeat. If I err here it is in good company, for I am not afraid to say that the finest problems of the greatest masters are those in which the defence is an active and not a passive one. As an illustration of my arguments, and with a view of bringing them to a practical test, I ask all candid readers to compare No 2, "Why so, prithee?" the representative of Herr Berger's highest class, with the special prize three-mover of "Where's the Master," just as they stand on their diagrams. In the former it is evident that all Black's moves, P to K 7, P or B to K Kt 3, or Kt to K 2, are already useless for defensive purposes; and if Black could not play K to R 4, the conditions of the problem might be altered to "Black to play and White to mate in two moves." K to R 4 then is the only defensive move Black can make, and it is the only one White has to provide for. This it does prettily enough, by playing 1 Q to R 6 (providing thereby two moves not at present open to Black, but which are exactly the same in principle, and met by precisely the same attack as K to R 4), but after that everything comes cut and dry, stale and insipid; Black can do absolutely nothing but move to his doom. Turn now to the other problem. Here Black can make several moves without the slightest disaster being involved; nothing seems impending, he is free from immediate danger, and it would be well nigh impossible by stopping up any number of Black's moves to turn the position into one of such conditions as we could the other. But notice how everything changes with the first move; a mate is threatened in two more moves; it is seen, and measures are taken to prevent it by Kt takes P. Now everything is changed for the attack, and his plans are completely frustrated, but in so frustrating them the defence has laid itself open to a blow from quite an unexpected quarter that descends with fatal effect. If the defence of B to B 6 be employed, there is an equally sudden and startling change of attack from what was originally contemplated. It is without the slightest misgiving then that I appeal to all problem composers and students, as to which of these two problems, or the different classes they represent, is the better? and if immediate proof be wanted as to their relative merits, it is to be found in the fact that two movers of the class Herr Berger puts at the top of composing art are not only the easiest made, but are very unpopular amongst Chess critics, Herr Berger himself, as I shall have occasion to show, not excepted. I have, perhaps, dwelt at too great length on this matter, but my object has been to prove, first, that Herr Berger holds ideas in regard to Chess problems from which, although he lays them down as laws, other men must be reasonably expected to differ without being charged with ignorance or partiality; and, secondly, that inasmuch as his article is entirely founded on his own belief in his own infallibility, it is unworthy of consideration when that infallibility is shown not to exist. Taking the sets all round, I find Herr Berger agrees with us in four cases out of seven, and where he does not we have other opinions in our favour. Thus our English critics placed "Why so, prithee?" sixth, whilst he places it third, so that the Committee can claim to have struck the happy medium between such widely different estimates. Again, the set "Hoc Ardua," had it been correct, was generally admitted worthy of the third place, except by the Americans, who would have put "The best laid schemes" before it, so that there also the Committee was not very far wrong. Putting everything together, I cannot see what fault can be found with the Committee so far as the awards for sets are concerned.

Coming now to the decisions in the special prizes, the only one on which any serious difference of opinion exists is the two mover. The award for the four mover happening to agree with Herr Berger's, is admitted to be a correct one. The three mover does not quite please him, but he simply contents himself with asking us the principles on which No. 3 of "Where's the Master," can be proved to be the most precious pearl of the Tourney. Such mathematical demonstrations of matters of taste I might leave to his superior genius, and no doubt he can effectually perform the feat, for our edification, by showing the indubitable superiority of the three movers in "Es is ja so schwer" and "Wenn die Hoffnung," over that which commended itself to our eyes. The nearest approach that I can make to such proof positive is in regard to Herr Berger's carping at the R on K 6, which, in connexion with the Black Kt at K 5, is the only possible manner of blocking up that square. It now remains for me to consider our critic's strictures on the two mover. The reason why I do so at length, instead of dismissing it with the three mover, is on account of the grave charge against the Committee which he connects with it. We cannot be expected to say why we thought such or such a problem was the best, we simply believed it to be so, and acted according to our judgment. Herr Berger may if he likes assert we were incompetent to form a judgment, that is simply a matter of opinion, on which the world at large must decide, and treating it as such I should ignore his clamour. But when he proceeds to charge the judges with partiality, or as an alternative interpretation, tampering with the envelopes,* then a different matter is involved, upon which some action must be taken. Now, treating this problem critically, wherein is it deficient? It is true that there were problems with more brilliancy and greater ideas, but with one exception, "Fortiter in re," there was none that in any way approached it for accurate, skilful and elegant construction, qualities which ultimately gave it the advantage over some of its more gifted rivals. And more, in it we have to deal with a quiet move, skilfully conceived, a forced mate accomplished without any threatening whatever, and all involving a beautiful variety of ideas. Why, Herr Berger's definition of a first class problem fits it exactly, and yet he is not satisfied. Whether this be inconsistency or not I leave to others to judge, but when he confesses his inability to perceive the merits of a two-mover which embodies his ideas of perfection, and on that inability builds a disgraceful charge against a Committee of which he is in utter ignorance, then he not only places himself on the horns of a dilemma, but also lays himself open to the imputation of bolstering a bad case by scurrillous abuse. What evidence, I ask, has Herr Berger for his insinuation that the committee acted unfairly or dishonestly? Is it from a comparison of the merits of the problems? then I want the inferiority of "Imagine" conclusively established. Is it the invention of an excited brain? then I demand a full and ample apology. Having thus dealt with his criticisms, if criticisms they can be called, I might decline to follow him into any of the questions he puts at the end of his article. If he chooses to play the part of grand inquisitor, he is quite welcome to do so, but the Committee certainly will not be his victim, nor does it mean to allow itself to be impertinently cross-examined by every one who imagines he has the right to do so. To conclude with Herr Berger, therefore, I maintain that, as in five decisions of the ten he endorses the Committee's verdict, and only disagrees in the others on grounds that are at least open to question, it is at once childish and absurd to make such points of difference the occasion of an unmannered and an unmerited attack.

LONDON, 23*rd May* 1875. I am, Sir, yours faithfully, J. W. ABBOTT.

* There is no such alternative interpretation to any candid mind. The natural interpretation is, that some members of the committee may have been made aware of the authors' names, either by common report or by the authors themselves, and it is one that has the merit of being entirely consistent with the facts of the case. We do not believe that Mr. Abbott has any intention of imputing charges to Herr Berger which that gentleman never dreamed of making; the latter, in fact, makes no charge in this connection, although he certainly suggests one. The proper answer to that suggestion is the high character of the gentlemen who made the award with those who know them, and their inability to avoid acquiring the information unless they had secluded themselves from the society of Chess players during the progress of the Tourney.—ED.

THE COMPROMISED DEFENCE AND ITS ASSAILANTS.

By J. H. Zukertort.

The analytical essay on the compromised defence in my article, *Forty Years in the Life of a Favourite*, gave rise, shortly after its appearance, to a controversy on its merits. I may point out with satisfaction that the soundness of the variations given for the defence against the different established attacks was not challenged in any quarter—unless I except some general remarks of anonymous correspondents in the Chess column of the *Sportsman*. These gentlemen did not attempt to refute a single variation by analysis, but considered their private opinions on the matter of sufficient value and importance without further support.* The partisans of the Evans Gambit admitted that the compromised defence met the old attack satisfactorily, but it would fail, they attempted to show, against other lines of play, which were at White's disposal. These new attacks or rather revivals† of long abandoned variations were proposed, and analyzed invariably in favour of the first player in the Chess column of the *Sportsman*, and were afterwards re-published in the American and Australian Chess press. They met there a partial refutation, but I may venture to suggest, that both parties, the *Sportsman* for the attack, and the *Toronto Globe* for the defence, failed to make the best of their respective cases. It may be, therefore, of some benefit to the students of our Favourite, if I endeavour in the following variations to analyze the new attacks and their proper defences.

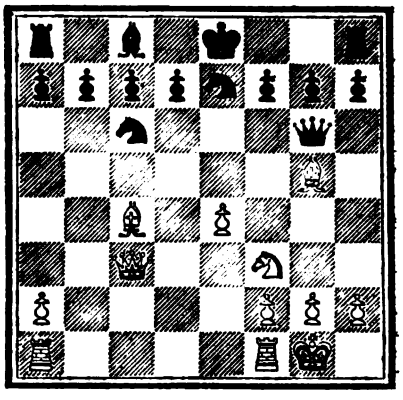
In the first instance it was suggested that White should, after the moves :—

1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes P
5 P to B 3	5 B to R 4
6 P to Q 4	6 P takes P
7 Castles	7 P takes P
8 Q to Kt 3	8 Q to B 3

proceed with 9 B to K Kt 5, which move to my knowledge was tried and defended by Anderssen in some games played in London in 1851.

Position after Black's 11th move.

BLACK.



WHITE.

I may now examine the position resulting after the following moves,

	9 Q to Kt 3
10 Kt takes P	10 B takes Kt
11 Q takes B	11 K Kt to K 2

which are acknowledged as best for both sides, and proceed for White with the continuations which have already been mentioned by others, or which have occurred to me during examination.

A

12 K R to K sq	12 Castles
13 P to K 5	

To prevent the advance of Black's Q P, which would be now met by 14 P takes P, 14 Q takes P, 15 Q R to Q sq.

	13 P to Kt 3
14 B to Q 3	14 Q to K 3
15 Q B to B sq	

threatening, 16 B takes P ch, &c., and also 16 B to Kt 2. I saw this coup played by Mr. Winawer nearly 5 years ago.

	15 P to K R 3
16 B to Kt 2	16 Kt to Q 4
17 Q to Q 2	17 B to Kt 2
18 B to K 4 or B 4	18 Kt to R 4

and Black has a perfectly defensible position with two pawns ahead.

B.

12 P to K 5	12 Castles
13 B to Q 3	13 Q to K 3

* In the *Sportsman* of the 16th September 1874, T. W. G. writes :—"For my own part I never thought much of the Counter Gambit ; nor, it seems, does Herr Anderssen, for he remarks that Black ought to be satisfied if he makes a drawn game." T. W. G. is of course entitled to think whatever he likes, but his quotatation of the *Autos epha* will hardly produce any effect, when I mention that Anderssen, since 1871, INVARIABLY chose the compromised defence whenever he had to defend the Evans Gambit in a serious contest.

† See later on, at the head of the variations.

14 Q B to B 4	14 Kt to Q 4
15 B takes P ch	15 K to R sq

If 15 K takes B, 16 Kt to Kt 5 ch, 16 K to Kt sq, 17 Q to Q 3 regaining the piece.

16 Q to Q 2	16 Kt takes B
17 Q takes Kt	17 Kt takes P
18 Kt takes Kt	

If 18 Kt to Kt 5, 18 Q to K B 3, 19 Q to Kt 3, [19 Q to K R 4, 19 Q to K R 3], 19 P to Q 3, 20 P to B 4, 20 Kt to Kt 5, &c. If 18 B to B 5, 18 Kt takes Kt ch, 19 Q takes Kt, 19 Q to K R 3, followed up by P to Q 3.

	18 K takes B
19 K R to K sq	19 P to Q 3
20 Q to R 4 ch	20 K to Kt sq
21 Kt to B 3	21 Q to Kt 5
22 Q to K 7	22 B to Q 2
23 P to K R 3	

If 23 R to K 4 Black replies with 23 Q R to K sq.

	23 Q to Q R 5

and White's attack is exhausted, whilst Black is two Pawns ahead. Black can continue with 24 Q R to K sq and 25 B to B 3, &c.

C.

12 B to Q 3	12 Castles
13 B takes Kt	

13 P to K 5 would lead to variation B, and 13 K R to K sq to A.

	13 Kt takes B
14 Q takes P	14 Kt to B 3
15 Q R to Q sq	15 Q to B 3
16 Q to Kt 3	16 P to Q 3
17 B to B 4	17 Kt to K 4

and White's position is no match for his numerical inferiority.

D.

12 B takes Kt	12 K takes B

In a game between Zytogorsky and Anderssen, played in 1851, the latter commits a blunder by retaking with the Knight.

13 Kt to K 5

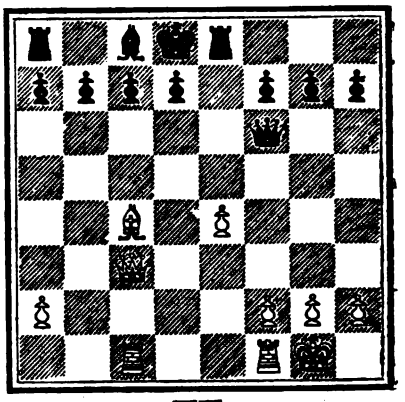
White has many other continuations, but the move in the text prevents for a longer time than any other the development of the adverse forces, and I may mention that Mr. Steinitz shares my opinion. If White proceed with 13 Q to R 3 ch, Black rejoins with 13 P to Q 3, 14 P to K 5, 14 R to K sq, 15 K R to K sq, 15 K to B sq, &c.

	13 Kt takes Kt
14 Q takes Kt ch	14 K to Q sq
15 Q R to B sq	15 R to K sq
16 Q to B 3	16 Q to B 3

White has here a very fine position, but, as three minor pieces are already exchanged, I do not think that his attack can have a chance against careful defence, whilst Black's Pawns must easily win in an end game. The following 3 variations may illustrate the different continuations at White's disposal. 17 Q takes Q, 17 P takes Q, 18 B takes P, would lead to speedy loss, after 18 R takes P, 19 K R to K sq, 19 R takes R ch, 20 R takes R, 20 P to Q B 4, 21 R to K 8 ch, 21 K to B 2, 22 R to R 8, 22 P to Kt 4, 23 R takes P, 23 B to Kt 2, 24 P to K R 4, 24 B to K 5, &c.

Position after Black's 16th move.

BLACK.



WHITE.

a.

17 Q to K Kt 3	17 P to Q 3
18 K R to K sq	

If 18 P to B 4, Black can capture the K P safely.

	18 R to K 2
19 P to B 4	19 B to Q 2
20 P to K 5	20 P takes P
21 P takes P	21 Q to K Kt 3
22 Q to Q Kt 3	22 B to B 3
23 B to Q 5	23 B takes B
24 Q takes B ch	24 K to K sq
25 Q takes P	

Is there anything better? If 25 Q R to Q sq, or K to R sq, 25 P to Q B 3.

	25 Q to Kt 3 ch
26 Q takes Q	26 R P takes Q
27 R to B 2	27 R to R 4

and Black ought to win.

b.

17 Q to R 5	17 P to Q Kt 3
18 Q to Q 5	18 R to Q Kt sq
19 K R to Q sq	19 R to K 2
20 B to Kt 5	20 Q to K 4
21 Q to B 4	21 P to Q 3

and, I think, White's attack is utterly exhausted.

c.

17 Q to B 2	17 R to K 2
18 B to Q 3	

Enabling White to advance the B P, without losing the K P; if 18 B to Kt 3, 18 P to Q 3, 19 P to B 4, 19 Q to Q 5 ch and 20 Q takes P.

	18 P to Q 3
19 P to B 4	19 P to K Kt 3

and I fail to see how White can succeed with his attack.

In the second instance it was proposed that White should, after the moves :—

1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes P
5 P to B 3	5 B to R 4
6 P to Q 4	6 P takes P
7 Castles	7 P takes P
8 Q to Kt 3	8 Q to B 3
9 P to K 5	9 Q to Kt 3
10 Kt takes P	10 K Kt to K 2
11 P to Q R 4	

prevent the counter Gambit by 11 P to Q R 4.

(*To be continued.*)

OUR PROBLEMS REVIEWED.

No. 637, by L. A. A.—"This strikingly exemplifies the power of a masked battery, even under the command of a lady," H. J. C. A.—"An unusually imperfect and defective problem, overrun with duals, and more like a three mover with another move added," R. W. Johnson, Class B.—"A very pretty, but easy problem," J. A. M.—"A very ingenious and interesting problem," W. Nash.—"Good for a lady. A capital illustration of the force of a double check, and the strength of the 'church,'" J. White.

No. 638, by P. T. Duffy.—H. J. C. A. and W. Nash point out the author's intended solution is untenable if Black play in answer to 1 Q to K Kt 8, 1 B to Kt 6, capturing the Pawn next move. J. A. M. sends the author's solution, whilst H. J. C. A., R. W. J., W. Nash, J. White and J. P. Taylor send one by 1 Q to K 7 ch, &c.

No. 639, by Herr Kling.—"The idea is very neat, and the construction, as usual with this composer, perfect," H. J. C. A.—"Pretty, but unworthy of its talented composer," W. Nash.—A pretty little stratagem, and rather deceptive," R. W. J.—"Pretty, but I do not like problems in which Black is so defenceless, while White's strength is so great," J. A. M.—"Pretty, but rather easy, after solving another with the same idea, by the same author," J. White. (*Ours appeared first.*—Ed.)

No. 640, by W. Nash.—This admits of a double solution, as pointed out by J. White. R. W. J., J. A. M. send a solution by 1 Kt takes K Kt P, and H. J. C. A. the author's, 1 Kt to K B 3.

No. 641, by J. W. Abbott.—"Neat and pretty," H. J. C. A.—"Pointless," W. Nash.—"A fair problem on an old idea; well constructed, but easy," R. W. J.—"Very neat and pleasing, though rather easy," J. White.

No. 642, by G. E. CARPENTER.—"Pleasing enough, though not a hard nut," H. J. C. A.—"Very neat and well constructed," W. Nash.—"A pretty little stratagem, but not difficult," R. W. J.—"Very fair," J. White.

No. 643, by C. A. GILBERG.—"A masterly production, perhaps the best and most difficult three mover in the number. The duals are of small consequence in so richly varied a position," H. J. C. A.—"An excellent problem, and the best in the number. Its construction is splendid; in variety it is surprising, and the solution is at once deceptive and difficult," R. W. J.—"A very fine and difficult problem, in which one or two slight duals in unimportant variations can hardly be considered blemishes," W. Nash.—"Very good, and, to me, the most difficult three mover," J. White.

No. 644, by A. C. PEARSON.—"Elegant, and well constructed, second solutions being cleverly avoided," H. J. C. A.—"An ingenious novelty," W. Nash.—"A well constructed problem, in which White contrives to guard his Rook, and thus imprison the Black King in a very ingenious manner. It is, however, rather obvious," R. W. J.—"Somewhat refreshingly novel in construction," J. White.

No. 645, by J. D. PHILLIPS.—Not very difficult, but it is seldom one meets with so beautiful a three mover," H. J. C. A.—"An excellent problem, though afflicted with duals in one or two minor variations," W. Nash.—"A fair problem, with one or two good variations, but the position of the two Kts, and the long diagonal, obviously point out the solution," R. W. J.—"Rather simple in construction, but the leading idea is very good," J. White.

No. 646, by G. J. SLATER.—"Refreshingly uncommon, the combined action of the Black Bishops in this particular way is not often seen, and I found it rather puzzling," H. J. C. A.—"Well constructed and ingenious, though rather easy," W. Nash. "A poor stratagem, easy to see through; in fact the first move is the only one White can play with any sense of propriety. It is also difficult to say which is the leading idea," R. W. J.—"Neat but easy," J. White.

No. 647, by D. CLARK.—"Pretty, but the idea has been almost worn threadbare," H. J. C. A.—"A very ingenious stratagem, with an unexpected and subtle first move, and a neat and pretty mate," R. W. J.—"Neat and interesting," W. Nash.—"A capital key move, and a pretty but not difficult problem," J. White.

No. 648, by W. COATES.—This problem admits of two solutions—one, the author's, by 1 R to K B 8, the other by 1 R to K sq. Two solutions by H. J. C. A., W. Nash and J. W., second solution only by R. W. J.

No. 649, by C. W., of Sunbury.—"Too palpable as a 5 mover, and I am unable to discover the necessity for the Black Kt at R 2," H. J. C. A.—"Remarkable for beauty rather than difficulty, the way in which all the pieces are sacrificed, and mate given by a little pawn, being extremely elegant," R. W. J.—"Highly ingenious and difficult," W. Nash.—"Good, the wee pawn is master of the forces," J. White.

"No. 650, by HERR KOHTZ (see *Chess World*).—"Subtle and difficult, the long pilgrimage of the Black Bishop is ably planned, its full motive only being appreciable after a deep study of the position. This set certainly merited a principal prize, and I believe, all English composers (and *Chess public generally*—Ed. W. P.) will regret its undeserved fate," H. J. C. A.—"A difficult but lifeless and uninteresting position," W. Nash.

SOLUTIONS OF PROBLEMS.

No. 637.

WHITE.	BLACK.
1 Q to K B 5 ch	1 K takes Q
2 B to Q B 2	2 Aught
3 Kt dis ch accordingly	3 Aught
4 Kt mates	

No. 638.

The author's solution of this Problem was Q to K Kt 8, which, however, it does not admit, but affords one by Q to K 7 ch, &c.

No. 639.

1 Q to Q 8	1 P moves
2 Kt to B 4 ch	2 K moves
3 Kt mates	

If 1 K to Kt 8

2 Kt to B 4	2 K moves
3 Q mates	

No. 640.

See Problems Reviewed.

No. 641.

1 Q to K R 3	1 K to K 5
2 Q to K 3	2 Aught
3 Mates accordingly.	

No. 642.

WHITE.	BLACK.
1 R to K R sq	1 K takes R
2 B to B 3	2 Aught
3 B or R mates	

No. 643.

1 Q to K 2	1 K to Q 4
2 R to Q B 6	2 K takes R
3 Q to Kt 5	

If 1 P to K B 4

2 R to Q B 6 and Q mates next move

If 1 P to B 3

2 Q to Kt 4 chand mates next move.

If 1 R to K 6

3 R to K B 4 dis ch and Q mates next move.

No. 644.

1 Q to Q R 6	1 R takes R
2 Q to K 2	2 R takes R
3 Q mates	

If 1 R to Kt 4

2 Q takes P and mates next move.

No. 645.

WHITE.	BLACK.
1 Q to Q Kt sq	1 B to Kt 3
2 B to K R 6	2 Aught
3 Q B or Kt mates accordingly	

If 1 Kt takes Q

2 Kt to Q 5 ch	2 K moves
3 B or R mates	

If 1 B to B 4

2 B takes P ch	2 K or B takes B
3 Q mates	

No. 646.

1 Kt from Q 5 to B 7
2 Q takes P ch 2 Aught
3 Q or Kt mates

If 1 B to Kt 5

2 R takes B ch	2 K to R 5
3 Q mates	

If 1 B takes Q P

2 Q to Q 2 ch and Kt mates next move.

No. 647.

1 R to R 2	1 P takes R
2 K to R 5	2 K moves
3 B to Q 2	3 Ktakes either Kt
4 B mates	

If 1 P to Kt 7

2 Kt to Kt sq ch	2 K to Kt 5
3 B to Q 2 ch	3 K moves
4 R mates	

No. 648.

See Problems Reviewed.

No. 649.

WHITE.	BLACK.
1 Q to Q 8	1 K takes Kt
2 Q to K R ch	2 K takes Q
3 K to K B 4	3 Aught
4 R to K R 3 ch	4 B takes R
5 P mates	

No. 650 (See Chess World.)

1 Q to B 7	1 B to Q R 8
2 P to Q B 3	2 B takes P
3 Q to Q 6	3 Aught
4 Q to K B 6 ch	4 B takes Q or K takes Kt
5 Kt or Q mates	

If 1 K takes Kt

2 Q to Q 6	2 Kt takes P
3 K takes Kt	3 K to B 4
4 B to B 7	4 Aught
5 Mates accordingly	

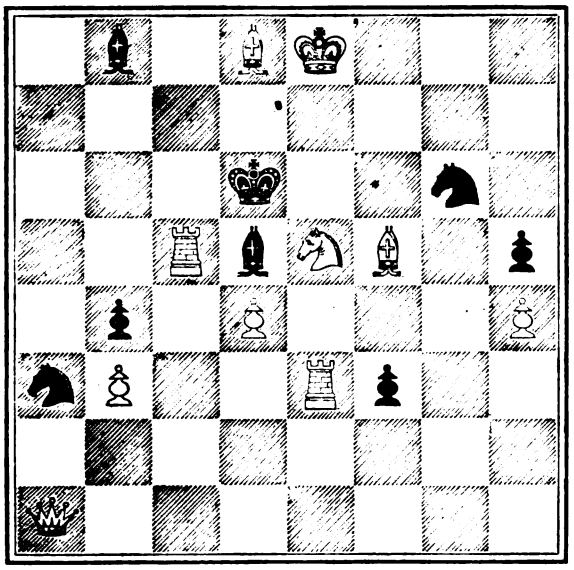
If 1 Q to Q R 8

2 Kt to Q 6 ch	2 K to B 3
3 Q to Q 8 ch	3 K to Kt 2
4 Q to K 7 ch	4 K takes B
5 Q to B 7 mate	

PROBLEMS.

PROBLEM No. 651.—By J. W. ABBOTT.

BLACK.

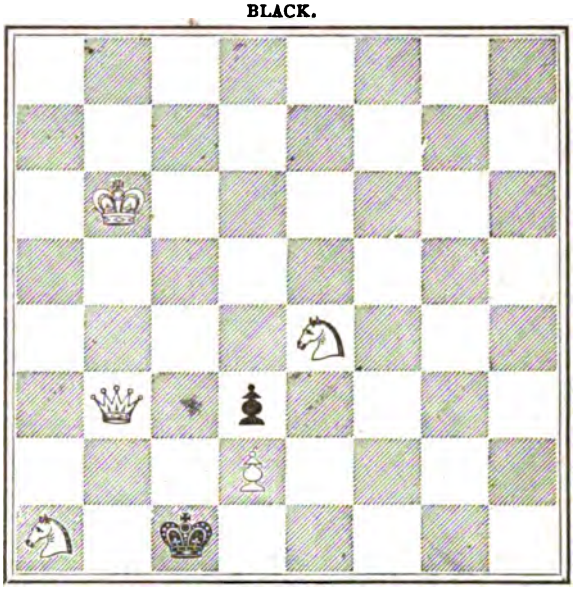


WHITE.

White to play and mate in three moves.

PROBLEM No. 652.—By G. E. BARBIER.

BLACK.

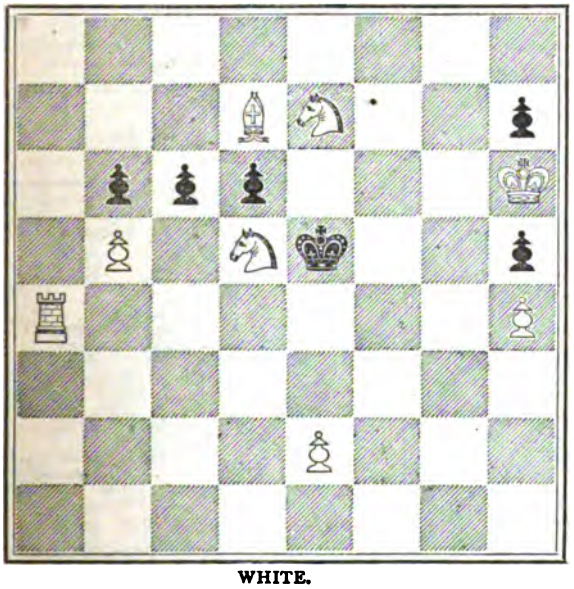


WHITE.

White to play and mate in three moves.

PROBLEM No. 653.—By CHARLES A. GILBERG.

BLACK.

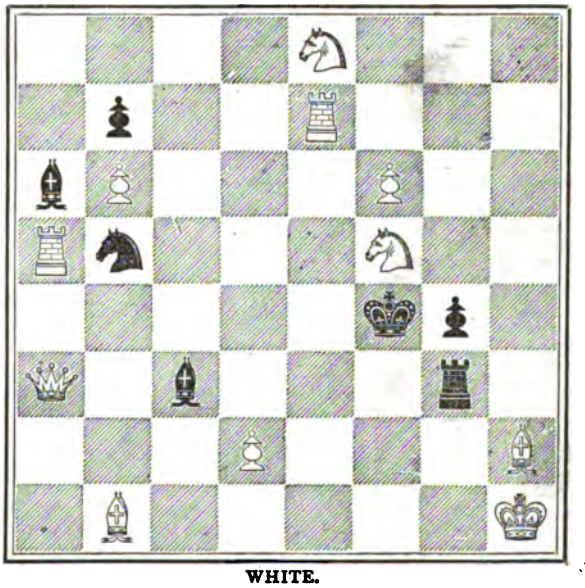


WHITE.

White to play and mate in three moves.

PROBLEM No. 654.—By S. TYRELL.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEMS.

No. 655.—By J. P. Taylor, of Dalston.

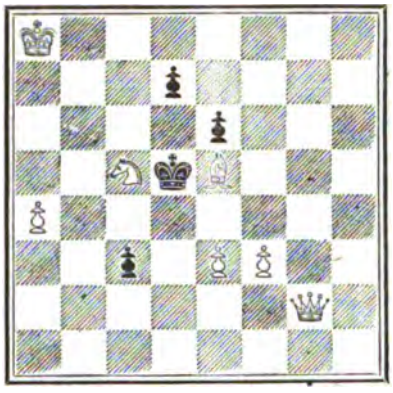
BLACK.

WHITE.

White to play and mate in two moves.

No. 656.—By H. J. C. Andrews.

BLACK.



WHITE.

White to play and mate in three moves.

No. 657.—By R. W. Johnson.

BLACK.

WHITE.

White to play and mate in three moves.

No. 658.—By A. Rosenbaum.

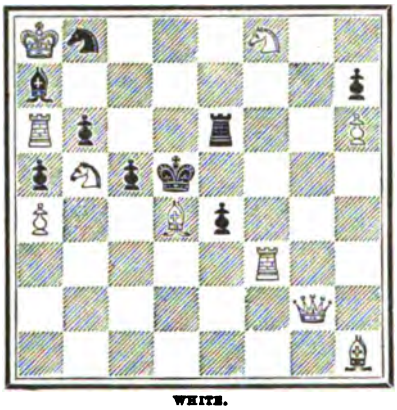
BLACK.

WHITE.

White to play and mate in three moves.

No. 659.—By S. H. Thomas.

BLACK.

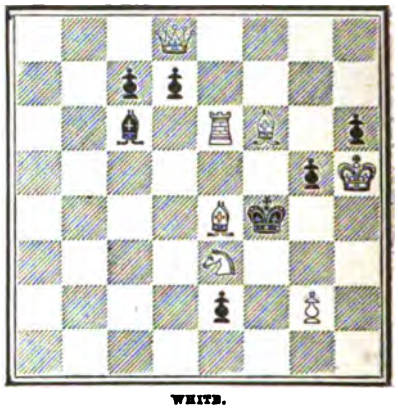


WHITE.

White to play and mate in three moves.

No. 660.—By Victor Gorgias.

BLACK.



WHITE.

White to play and mate in four moves.

No. 661.—By J. Menzies.

BLACK.

WHITE.

White to play and mate in four moves.

No. 662.—By George J. Slater.

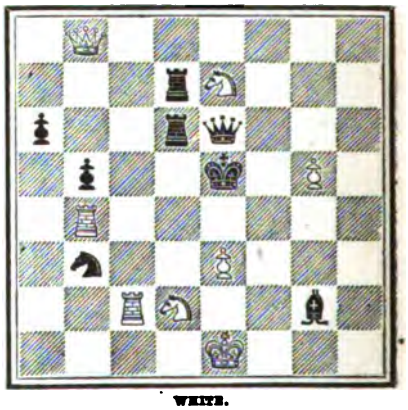
BLACK.

WHITE.

White to play and mate in four moves.

No. 663.—By Dr. Gold.

BLACK.



WHITE.

White to play and mate in five moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 321.

The following three games were played simultaneously with five others at Dr. Ballard's house on the 1st May 1875, by J. H. Zukertort blindfold.

King's Knight's Gambit.

White. J. H. ZUKERTORT.	Black. Mr. MARRETT.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 P to Q 3
4 P to B 3	4 B to Kt 5 (a)
5 Q to Kt 3	5 Q to Q 2
6 Q takes P	6 R to Kt sq
7 Q to R 6	7 R to Kt 3
8 Q to R 4	8 B takes Kt
9 P takes B	9 Q to R 6
10 K to K 2	10 Q to Kt 7
11 Q to Q sq	11 K Kt to K 2
12 P to Q 3	12 Kt to R 3
13 Kt to R 3	13 P to Q 4 (b)
14 B takes P (c)	14 R to K B 3
15 Q to R 6 ch	15 P to B 3
16 P to K 3	16 Q takes P at B 6 ch
17 K to Q 2	17 Kt takes B
18 P takes Kt	18 B takes Kt (d)
19 Q takes Kt	19 B to K 2 (e)
20 Q takes P (f)	20 Q takes Q P
21 Q to R 8 ch (g)	21 B to Q sq
22 Q to R 7	22 Castles
23 Q to B 5	23 Q to K 3
24 P to K R 4	24 B to K 2
25 Q to B 4	25 Q to Q 2
26 P to R 5	26 P to R 3
27 K R to K Kt sq	27 R to Q sq
28 R to Kt 3	28 Q to B 4
29 Q R to K Kt sq	29 B to B sq (h)
30 P to R 4	30 P to B 4 (i)
31 B takes D	31 B takes P
32 R takes P ch	32 K to R sq
33 Q takes P	33 R takes P ch (k)
34 K to B sq	34 R to Q sq
35 R from K 7 to Kt 2	35 Q to B 5 ch
36 Q to K 3	36 R to Q B sq
37 Q takes Q	37 R takes Q
38 K to Kt 4	38 R takes B P
39 R from Kt sq to Kt 2	39 R to K B 4
40 R to R 4	40 R to K sq
41 P to Kt 4	41 P to K 5
42 R to K 2	42 R from B 4 to K 4
43 P to R 5	43 P to B 4
44 K to B 2	44 R to K B sq
45 R to B 4	45 R to K 3 (l)
46 P to Kt 5	46 K to Kt 2
47 K to Kt 3	47 K to B 3
48 P to Kt 6	48 K to K (m) 4
49 R to K 2 takes P ch	49 P takes R
50 R takes R	50 P to K 6
51 R to B sq	51 P to K 7
52 R to K sq	52 K to Q 4
53 P to B 4 ch	53 K to B 4 (n)
54 K to B 3	54 R to K sq
55 K to Q 3	55 R to Q sq ch
56 K takes P	56 K takes P
57 P to Kt 7	57 K to B 4
58 R to Q Kt sq	58 R to Q Kt sq
59 P to R 6	Resigns

(a) 4 Kt to B 3 was certainly better.

(b) This moves gives Black some attack, but it weakens his Queen's flank still more.

(c) The right rejoinder, Black's Q Kt is now hopelessly displaced.

(d) If 18 Q takes Q P, White intended 19 P to Kt 4, 19 Kt to Kt 2, 20 Q takes R P.

(e) If 19 B takes P, White wins the Bishop by 20 K R to Q Kt sq (20 Q R to R Kt sq, 20 Castles), and Black must abandon the Bishop, because if

	20 B takes R
21 R to Kt 8 ch	21 K to Q 2
22 Q takes P ch	22 K to Q 3
23 B to B 5 ch	23 K takes P

24 Q to Q 7 ch, and mates in two more moves.

(f) White should have played first 20 P takes P.

(g) Intending, if the Queen interpose, to exchange Queens, with a won end game. As Black, however, covers with the Bishop, White's 21st move results but in loss of time. 21 P to K R 4 was the proper answer.

(h) 29 R takes P ch, 30 Q takes R, 30 R to Q 3 would be met by 31 R takes P ch.

(i) If 30 Q R to Q 3, 31 B to B 5; if 30 Q takes R P, 31 P to R 5 or P to Kt 4.

(k) Better was 33 Q takes Q P ch, 34 K to B sq, 34 Q to Q 7 ch, 35 K to Kt sq, 35 R takes P; but even then White would maintain the superiority by 36 Q to Kt 5, 36 P to K 5, 37 R from Kt 7 to 4, 37 Q to Q 6 ch [37 P to K 6, 38 Q to Kt 6, 38 P to B 3, 39 Q to Kt 7] 38 Q takes Q, 38 P takes Q, 39 P to R 5, &c.

(l) 45 K to Kt 2 was better, but it would not have changed the ultimate result.

(m) If 48 K to Kt 4, White proceeds with 49 R to B sq, and if 49 P to B 5, 50 R to Kt 2 ch, 50 K to B 4, 51 R takes P ch, 51 K takes R, 52 R takes B 2 ch, 52 K to Kt 6, 53 R takes R, 53 P to K 6 [53 K to Kt 7, 54 P to R 6] 54 P to K 7, 55 R to K sq, 55 K to B 7, 56 R takes P ch, 56 P takes R, 57 P to R 6 and wins.

(n) If 55 K to Q 5, 56 P to R 6, &c.

GAME 313.

King's Knight's Gambit.

White. J. H. ZUKERTORT.	Black. Mr. LAWRENCE.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 Kt to K B 3	3 Kt to K 2 (a)
4 P to Q 4	4 Kt to Kt 3
5 B to B 4 (b)	5 B to K 2
6 Castles	6 P to Q 3
7 Kt to B 3	7 B to K 3
8 B to Q 3	8 Castles
9 Kt to K 2	9 P to K B 4
10 P to Q 5	10 B to B sq
11 K Kt to Q 4	11 P takes P
12 B takes P	12 P to B 4
13 P takes P en pas (c)	13 Kt takes P (d)
14 B takes K Kt	14 P takes B
15 Kt takes P	15 Kt takes Kt
16 Q takes Kt	16 B to B 4
17 B to K 3	17 B to B 3
18 Q to Q 5 ch	18 K to R 2
19 R to B 3	19 Q to Q 2
20 Q R to K B sq	20 B to Kt 4
21 K to R sq (f)	21 Q R to K sq
22 Kt takes P (g)	22 Kt takes Kt 4
23 B takes B	23 B to K 5 (h)
24 Q to Q 2	24 B takes R
25 P takes B	25 R to B 4 (i)
26 R to K Kt sq	26 K to R 2
27 B to B 4	27 Q to K 3
28 B takes P	28 R takes P
29 B to Kt 4	29 Q to K 5
30 Q to Kt 2	30 R to B 7

and Black won the game after a long struggle.

(a) An inferior continuation, as it does not defend effectually the Gambit Pawn.

(b) 5 B to Q 3 was perhaps better.

(c) The wisdom of this move is very doubtful.

(d) The right reply: if 13 P takes P instead, White would proceed with 14 K Kt takes P, 14 Kt takes Kt, 15 Q to Q 5 ch, 15 K to R sq, 16 Q takes Kt.

(e) 14 Kt takes P was better perhaps.

(f) White intended to prevent the capture of the Bishop with check, but 21 B to Q 2 would have the same effect, and it would place the Bishop out of any further attack, *e.g.* 21 B to Q 2, 21 Q R to K sq, 22 Kt takes P, 22 K takes Kt, 23 R to Kt 3.

(g) An unsound combination, as Black's 23rd move proves.

(h) If 23 K takes B, White proceeds with:—

24 P to K Kt 4	24 R to K 4

[If 24 K takes P, 25 R to K Kt sq ch, 25 K to R 5 best, 26 R to B 4 ch, 26 B to Kt 5 best, 27 R takes B ch, &c.]

25 Q to Q 2 ch	25 K to Kt 3
26 P takes B ch	26 K R takes P
27 Q to Q 3, &c.	

(i) If 25 Q to R 6, White could reply 26 Q to Q 3 ch, as Black then evidently could not take the Bishop.

GAME 314.

Vienna Opening.

White. J. H. ZUKERTORT.	Black. Mr. COBURN.
1 P to K 4	1 P to K
2 Kt to Q B 3	2 B to B 4
3 P to B 4	3 P to Q 3
4 Kt to B 3	4 Kt to K B 3
5 B to B 4	5 P to K R 3 (a)
6 P to Q 3	6 P to Q R 3 (b)
7 Kt to K 2	7 Kt to B 3
8 P to B 3	8 Q to K 2
9 P to Q Kt 4	9 B to R 2
10 P to Q R 4	10 B to K 3
11 B to R 2	11 P to Q Kt 4
12 Kt to Kt 3	12 Kt to Kt 5 (c)
13 B takes B	13 P takes B (d)
14 R to R 2	14 Castles
15 P to B 5	15 K to R sq
16 Kt to Kt 5 (e)	16 Kt to K 6
17 B takes Kt	17 B takes B
18 Kt takes P	18 R to K Kt sq
19 Q to B 3	19 B to Kt 4
20 Castles	20 B to B 3
21 K R to R sq	21 Q R to Kt sq
22 P takes P	22 P takes P
23 Kt to R 5	23 Kt to Q sq
24 Kt takes B	24 P takes Kt
25 Q to R 3	25 K to R 2
26 P to Q 4	26 P takes P
27 P takes P	27 R to Kt 4
28 R to R 7	28 Kt takes Kt
29 P takes Kt	29 P to Q 4
30 R to Q B sq	30 R to Q B sq
31 P takes P	31 R takes P
32 Q to Q 3 ch	32 P to B 4
33 Q to K Kt 3	33 Q takes K P
34 R fm B sq tks P ch	34 R takes R
35 R takes R ch (f)	35 R to Q 2
36 R takes R ch (g)	36 Q takes R
37 Q to K 5	37 K to Kt 3
38 Kt to B 2 (h)	38 Q to B 3
39 P to R 3 (i)	39 Q to B 7 ch
40 K to Kt 3	40 Q to B 6 ch
41 K to K 2	41 Q takes Kt P
42 P to Q 5	42 Q to K 5
43 Q to Q 6 ch	43 K to Kt 4
44 Q to Kt 3 ch	44 K to B 3
45 Q to Q 6 ch	45 K to Kt 4

Given up as a draw.

(a) Certainly not advisable.

(b) To prevent the threatened exchange of the Bishop by Kt to Q R 4.

(c) The wisdom of this move is very doubtful.

(d) If 13 Q takes B, White proceeds with 14 Kt to B 5.

(e) Not sound, as the continuation 16 Kt to B 7, 17 R takes Kt, 17 B takes R ch, 18 K takes B, 18 P takes Kt, 19 Q to R 5 ch, 19 K to Kt sq, 20 B takes P, 20 Q to B 2, 21 Q to Kt 4, would leave Black with a slight advantage.

(f) 35 Q takes R ch, 35 K to Kt 3 was not preferable.

(g) Hastily played: 36 Q to K 5 would have won an important move.

(h) White gives the victory out of his hands; 38 P to K R 3 would have won the game.

(i) If 39 Q to Q B 4, Black replies 39 Q to K 5.

WHIST.

A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 213.

Played at the Westminster Chess Club, May 1875.
Score love all.
Z turns up Club 3.

	A. Capt. Laurie.	X. Belaieff.	B. Joshua.	Z. Dr. Lyne.
1	♣ ♣ ♣	♣ ♣ ♣	♠ ♠ ♠	♣ ♣ ♣ ♣
2	♠ ♠ ♠	K	♠ ♠ ♠ ♠	♠ ♠ ♠ ♠
3	♠ ♠ ♠	♠	K	♠ ♠
4	♠ ♠ ♠ ♠	K	♢ ♢ ♢	♠ ♠ ♠ ♠
5	♢ ♢ ♢	♢ ♢ ♢ ♢	♢ ♢ ♢	♢
6	♡ ♡ ♡	♡	♡ ♡ ♡	♡ ♡ ♡ ♡ ♡ ♡
7	♡ ♡ ♡	K	K	♡
8	♢ ♢ ♢	♣ ♣ ♣	K	♢ ♢
9	♡ ♡ ♡	K	♡ ♡ ♡	♢ ♢ ♢ ♢ ♢ ♢
10	K	♡ ♡ ♡	♡ ♡ ♡	K
11	K	♠	♢ ♢ ♢	♣
12	K	♣	♢ ♢ ♢ ♢	♣ ♣ ♣ ♣
13	♣ ♣ ♣ ♣	♣ ♣ ♣ ♣	K	♣

HAND No. 214.

Hearts Trumps.
Z turns up Diamond Knave.
Score A B 4, X Z 3.

	A F. H. Lewis.	X. Col. Smith.	B. Solomon.	Z. Capt. Laurie.
1	♣ ♣ ♣	K	K	♣
2	♣ ♣ ♣ ♣	♣ ♣ ♣	♣	♠ ♠ ♣ ♣
3	♡	♡ ♡ ♡	♡ ♡ ♡	♡
4	♡ ♡ ♡	K	K	♡ ♡ ♡
5	♠ ♠ ♠	K	K	♠ ♠ ♠
6	♢ ♢ ♢	♢	♢ ♢ ♢	♢ ♢ ♢
7	♢ ♢ ♢	♢ ♢ ♢	♠ ♠	K
8	♡ ♡ ♡	♢ ♢ ♢ ♢	K	♡ ♡ ♡ ♡ ♡ ♡
9	♢ ♢ ♢ ♢ ♢ ♢	♢ ♢ ♢ ♢ ♢ ♢	♠ ♠ ♠	♣ ♣ ♣
10	K	♢ ♢ ♢ ♢ ♢ ♢	♣ ♣ ♣ ♣ ♣ ♣	♣ ♣ ♣ ♣ ♣ ♣
11	K	K	♠ ♠ ♠	♡ ♡ ♡ ♡ ♡ ♡
12	♢	♠ ♠ ♠ ♠	♠ ♠ ♠ ♠	♣ ♣ ♣ ♣ ♣ ♣
13	♠ ♠ ♠ ♠	K	♠ ♠ ♠ ♠ ♠	♡ ♡ ♡ ♡ ♡ ♡

HAND No. 215.

Hand 8 from Cavendish's 10th edition.
Counting the Cards.
Score A B 3, X Z love.
Z turns up Club 2.

	A.	X.	B.	Z.
1	K	♣	♣ ♣ ♣	♣
2	♣ ♣ ♣	♡	♡ ♡ ♡	♡
3	♢	♢ ♢ ♢ ♢ ♢ ♢	♢ ♢ ♢ ♢ ♢ ♢	♢ ♢ ♢
4	♢ ♢ ♢	K	♣ ♣ ♣ ♣ ♣	♢ ♢ ♢ ♢ ♢ ♢
5	♠ ♠ ♠	♡ ♡ ♡	K	♡ ♡ ♡ ♡ ♡ ♡
6	♠ ♠ ♠ ♠ ♠ ♠	♡ ♡ ♡	K	K
7	♣ ♣ ♣ ♣ ♣ ♣	♠ ♠ ♠	K	K
8	♢ ♢ ♢	♠ ♠ ♠ ♠ ♠ ♠	♡ ♡ ♡ ♡ ♡ ♡	K
9	K	♣ ♣ ♣	♡ ♡ ♡ ♡ ♡ ♡	♣ ♣ ♣ ♣ ♣ ♣
10	♢ ♢ ♢	♡ ♡ ♡ ♡ ♡ ♡	♠ ♠ ♠ ♠ ♠ ♠	K
11	♣ ♣ ♣ ♣ ♣ ♣	K	♠ ♠ ♠ ♠ ♠ ♠	♣ ♣ ♣ ♣ ♣ ♣
12	♢ ♢ ♢ ♢ ♢ ♢	K	♠ ♠ ♠ ♠ ♠ ♠	♠ ♠ ♠ ♠ ♠ ♠
13	♢ ♢ ♢ ♢ ♢ ♢	♡ ♡ ♡ ♡ ♡ ♡	♠ ♠ ♠ ♠ ♠ ♠	K

NOTES TO HANDS No. 211 AND 212.

PUBLISHED IN THE LAST NUMBER OF THE WESTMINSTER PAPERS, BY E. J., GORDON SQUARE.

HAND 211.

TRICK 1.—An irregular lead, though under accidental circumstances a most fortunate one. Trick 3.—A now opens a fresh suit, which was matter for X's especial consideration. If A had the Club Kv, would he not have most assuredly led it? This may therefore have been safely assumed in the negative. If he had more Clubs, was he not bound to continue them in the usual course, his partner having dropped the 9, and the chances being, so far as he was at least aware, of B's having either the Kv or 10? Moreover, X himself had originally four, and his partner returns the lead lowest in the suit, which suspiciously looked as if he had originally more than four. Taking all these circumstances into consideration, might not X have reasonably conjectured, A led from Kg and Qn only for the purpose of getting a ruff? Trick 5.—Is not this view further confirmed, as it is almost a moral certainty A must be weak in trumps, from what X has of them in his own hand, and that B has clearly declared strength in them? Trick 6.—For the reasons before given, ought not X to have abstained from this lead? It was a choice of evils. His only proper lead was a Diamond through the strong hand. As it happened, he took the only course by which he could lose the game.

HAND 212.

Trick 3.—Z having turned up Heart Qn, X must give him credit for not having Kg. Trick 4.—Looking at the score, X, with his number of trumps, could not afford to pass a winning card, and his trumping with the 10 seems defensible. Trick 5.—X is now in great difficulties. His knowledge extends thus far only. A has the three remaining Spades, the Heart Kg is against him, but whether in A's or B's hand he cannot tell, as A was entitled to play false when he took the Qn, or B might be upholding it (as actually happened), and B's discard of a Diamond gives no information, as it might be either a protective discard, or if, as a declaration to his partner, of Clubs being his suit, he might have very little or great strength in them. Why, for example, should he not have had the Ace, Kg, Kv, &c., in them? X was therefore substantially quite in the dark as to the position of the cards in any of the three suits distributed between himself and the other players, other than of course those in his own hand. Thus A might have just as well had the Kg, 9 and 8 of Hearts as his partner, or the latter might have held the 9 and 8 or one or neither of them. Whist is not a game of speculation but of inferences. To lead, under such circumstances, a Club or Heart, would be playing the former. His only alternative as a Whist player was to play upon recognised abstract principles, and that was in this case to lead his most powerful suit. His numerical strength in trumps being now gone, he ought accordingly to have led, at Trick 5, Diamond Kg, and at Trick 6 Diamond Ace. Other reasons would then have appeared why he should have continued this suit, but they are not necessary to go into, as the same considerations as before would have prevailed for his not playing a Heart or Club. Had the maxim of "Play upon well-established rules where there is no apparent reason for departure from them" been acted upon, the game would have been won instead of lost. It is true this result could not have been foreseen until near the close of the Hand, but still a favourable one would have been due to correct play.

HAND No. 215.

NOTES BY CAVENDISH.—Trick 1.—A's lead is either from King, Queen, 10, &c., or from four trumps only, headed by tierce to the King. Trick 2.—X's lead is from Ace, Queen, Knave, &c., or from 5 at least. It must be the latter, as Z holds the Knave. Trick 3.—The lead is from Diamonds 5 at least. Trick 4.—X putting on Queen can have no more Diamonds. Trick 5.—From B's not returning his partner's trump lead it is probable that he has no more trumps. Trick 6.—The inference (Trick 5) is strengthened from the fact that B leads winning cards. Trick 7.—X has Spade King. Tricks 9, 10, 11, 12 and 13.—Z can now count all the hands. A has the three remaining Diamonds, and Queen and 10 of Clubs; Z has two Hearts, the best and another (for if B had the best Heart he would have led it at Trick 7), Spades King, Kv, and another trump. Z's correct lead, therefore, is the trump, notwithstanding that the adversary has led trumps, and that the lead will draw two for one. By leading the trump Z makes certain of all the remaining tricks but one. If Z leads the Diamond, and then the trump, he may equally make every trick but one, but by playing in this way he puts X in difficulties. Z accordingly (trick 9) leads Clubs 6, A wins, and Trick 10 leads Diamonds 5, Z wins, and Trick 11 leads Clubs 7. X and Z make the remaining tricks, and A and B win the odd trick.

NOTES by the Editor.—Trick 1.—We do not approve the lead; the Diamond Ace is, in our judgment, the right lead at the score. Trick 5.—B cannot have another trump. The only one possible from A's knowledge is the Knave, and if he had the Knave, he would return it before leading the Heart King, Queen.

CAVENDISH'S WHIST HANDS.

To the Editor of THE WESTMINSTER PAPERS.

DEAR SIR,—I cannot pass over in silence the remarks made by your valued correspondent, W. B., in his letter published in your last number—that the card notation of the Illustrative Hands in the 10th Edition of Cavendish's Treatise on Whist is the best system he has seen, and had the winning card some distinguishing mark it would then be perfect. This, be it observed, is the same as that pursued in the Whist Hands of *The Field*, of which, as well as of yours, I have been for the last three or four years a constant reader. From habit, I am able to carry them in my head without the assistance of a pack of cards in either case, but my own experience greatly preponderates in favour of your mode of notation. Even were the principle of distinguishing the winning card by some mark—a practice you have long since followed—introduced into what may now be termed Caendish's system. I should still, so far from considering it perfect, give yours the preference. To assert, moreover, that anything is perfect in human matters is, indeed, a bold thing. But it is not for any individual players, however fine their Whist playing qualities may be (among whom I presume we may rank W. B.), to decide what is the best form of Whist Hands, but for the majority of the *readers* of them, and until that can be ascertained, I hope you will not deviate from your present course of setting them out.

24th May 1875. Yours truly, E. J.

No. 111.—DOUBLE DUMMY PROBLEM.

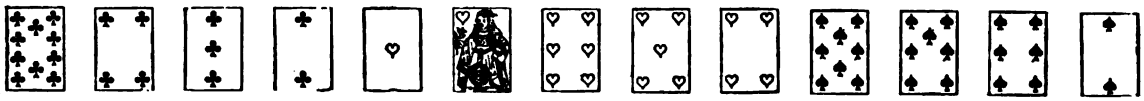
By Mr. F. H. Lewis.

A's Hand.

X's Hand.

B's Hand.

Z's Hand.



Clubs Trumps. A to lead. With the best play on each side, how many tricks can X and Z make?

The Editor will present the last edition of Cavendish to the person who sends in the best solution and analysis of this problem.

SOLUTION TO DOUBLE DUMMY PROBLEM, No. 110.

1. A leads trump, say King, X putting on Knave; won by B.
2. B leads Diamond Queen; won by A, with King.*
3. A leads Trump; won by B.
4. B leads Trump; won by B.
5. B leads Trump; won by B.†
6. B leads Trump; won by B.
7. B leads Diamond Ace; won by B.
8. B leads Diamond 9; won by A.
9. A leads Diamond; won by A.
10. A leads Diamond; won by A.‡

Notes.

* If Ace of Hearts, B then discards Spades 9; if X discards Spades 10, B Hearts Queen, making 13 tricks.

† This to play out again trumps, and to hold strength of Diamonds with A's 10 if he does not take it, or if B played out Diamonds 9, A could not get it into his hand again.

‡ This forces X to discard two cards, say Diamonds; at this point X will have Spades King, Knave 10, Hearts Ace, but on the last Diamond he must discard either Hearts Ace or Spades 10.

J. B. B. (Brompton), J. H. L., Cantab, Konge, T. H., Gamma, Brentford, Thatched House, E. J. (Gordon Square), J. H. K., Sigma, Brighton and A. (Forest Hill), right. All others wrong.

XXI.—Try again. Second letter received. You will find the problem in this number worthy of a serious attack.

JOTTINGS.—WHIST AS A BUSINESS.

THE end and aim of our existence is not Whist or Chess. The man who devotes his whole thoughts to these subjects will, speaking comparatively, be a useless member of the community, because he does not turn the brains with which he is endowed to the best account. These games add to the pleasures of life. All work and no play makes Jack a dull boy. To devote the mind to one subject is to narrow instead of to expand the intellect. It is one thing to play a game until you are a master; and another to have a game that is master of you. An occasional gamble may do one good. To be an habitual gambler is acknowledged to be injurious. Money easily made easily goes. If we win largely we become more extravagant than we ought to be, and to lose continuously causes sleeplessness, heart burning, and ill temper—things in themselves to be eschewed. A constant series of ill luck comes like a succession of waves buffeting the worn out mariner at a time when he is least able to contend against the force brought against him. *A priori*, no one believes in a constant succession of luck; men believe the waves may roll on and on in one stream, but they will not believe that the cards will do likewise. Every one thinks that if he lose to-day he will win to-morrow, and although experience of natural laws will guide us in some things, we refuse to believe in those laws which are governed by probabilities. In the abstract every one will admit that what he did yesterday with one pack of cards can have nothing to do with what he does with another pack of cards on the following day. Yet the belief that because he lost yesterday therefore he will win to-day, is one of those things which card players and gamblers will insist on, notwithstanding all experience to the contrary. The men who will believe in a run of good luck, and will bet accordingly, will not believe in a run of bad luck, but, as a rule, when in the bad vein will increase their stakes. To what extent a man may go on winning or losing no one can tell. The series may work out in a day or in a year, and it may not work out in a lifetime. The only way to limit your loss is to make up your mind at starting that you may lose so much, and come what may, that amount shall not be exceeded. If one man loses a trick a rubber, and another only loses a trick in two rubbers, the cards being equal, we know who, in the long run, should be the winner, and, given the fact of equality in cards, good play should beat bad play. The experience of some good players is to the effect that for years and years together they have won steadily an appreciable addition to their income, but there is no good player that has not had a time when all his skill has been of no avail, and he has been muff beaten for months together. A living by Whist is one of the most precarious modes of life ever suggested, and it would require as large a capital to be certain of the result as is necessary for a good business; and to learn to play sufficiently well to obtain a reasonable chance of obtaining success would take as long a time as it would to master a business or pursuit that would bring in a better return for the time and labour devoted to the work. We are benefitted in the Chess world by the devotion of a few to the sole study of the game, but Anderssen never neglected his professional work for his Chess. He treated Chess as it should be treated, as a relaxation. Chess was his holiday. But whilst the Chess professionals are but few in number, there seem now to be men who devote the whole of their time to the game of Whist. Some abandon their professions to Whist, others neglect their work, but as we think not for Whist proper, but for its adjunct gambling. If they do so with their eyes open, and they can afford it, that is no matter of ours, and if they realise how precarious is their existence, no matter how they study and work, and attain proficiency in this branch of knowledge, if they do so, we say, with the full knowledge of the consequences, it is their business and not ours. They enter a business in which for a considerable time they may make profit, and for a considerable time (and come it will, sooner or later), they may make a heavy loss. If we are to believe the Greville Memoirs, the players of the last decade, in high positions, played for stakes that the middle classes now would reject as baby play, and young men of small fortune and little skill play for sums which would make their fathers' hair stand on end. If they would add up their probable losses, instead of labouring under that vain delusion that luck will equalise itself within a given period, and if they will remember that their pockets are not so capacious as those of the players against whom they play, this might stop them in their headlong career. This pocket question is a very material matter to bear in mind the moment you take the chance of a long series of luck against you. A man may say, I will make up my mind that my loss shall not exceed £20 per day. The loss may come 30 days in succession, and this means £600. It is no exaggeration to say that this may happen. It has happened, and will happen again. If you enquire amongst Whist players, we are sure that you will find some one who for a series not of a month, but for six months, aye, for twelve months, has played without winning more than once in a dozen times. Why should not this happen to you. It is not then a question of skill. It is a pure question of pocket and endurance. Every gambler has a theory, which, if you follow, you must win; and each will explain how it is that another loses. They will say, "Oh, at Whist, A can never win because he plays too straight; B can never win because no one can ever tell what he has in his hand; C is too careless," and so on. One man will tell you that if when you lose you increase your stakes, you must win, and another will say that the only way to win is to increase your stakes when you lose. One set will say win two rubbers and go, and the other says go on whilst you are winning, and throw up the game when you are

losing. Follow good luck, never follow bad. There is sense and nonsense in all these matters. A man that plays for £1 and wins £2, and takes his profit, and there is an end of it. If the same man loses, he goes on until he has lost £20. So one day he has a profit of £2, and another a loss of £20, balance £18. To get back this £18 in the least time possible will take nine days to do it, and it would be rather hard for the other players to suppose that he is to win two rubbers every day for nine days. It is at any rate evident that no man can be a large winner on this supposition. We doubt if he ever could be a winner on a long series. He simply guards himself against heavy loss, and there is an end of the matter. If the other system is adopted, beginning with a loss of £2, and doubling your stake every time you lose, and you are certain that you can find men ready to go on until you win once, of course you will get out without loss. There is not much benefit in this, and unless you make your bargain before hand that some one will take double or quits to the end of time (a very improbable proviso), then as you want to bet more than your neighbour you must increase your price. You cannot get on at even money, and you must, therefore, tempt men to bet. We have all seen men get out in this way, but it is too great a risk. A third method, that of increasing your stakes when you win, is the least baneful. If you are a winner, it does not much matter whether you win 10s or £1. Our own experience of this system is not favourable to it. We never yet increased our stakes to an appreciable extent without losing all we had won. Systems, if such they can be called, seem to suit some men better than others.

CAVENDISH'S WHIST HANDS.

(Continued from p. 18.)

The following was the way my friends and I played the hand:—

1. A led a small Spade, which was won by Y's Ace.
2. Y leads a small trump, won by A's Knave.
3. A leads Queen of Spades, Y being strong in trumps, and knowing his partner to be weak, passes the doubtful card (discards a Diamond), B wins with the King.
4. B cannot continue the Spade without allowing the weak hand to make a small trump, he therefore plays a small Diamond, which is won by A's Queen.
5. A leads the King of Diamonds. Y again refuses to trump, because his partner *may* have the Ace.
6. Z leads the eight of trumps, which A wins with the Ace.
7. A, knowing the four of trumps to be in Z's hand, plays the Queen, and draws 2 for 1; if he had led a Spade, Z would have made his small trump.
8. Y plays a small Club, which Z wins with the Queen.
9. Z plays the Knave of Diamonds, which wins.
10. Z plays a small Club, Y the ten, and B wins with the Ace. This developes that Z holds the King of Clubs, which, with Y's two remaining trumps, gives Y Z game.

It appears to me that, played in this way, the hand furnishes a capital illustration of the above important principle. If Y takes the force at trick 3, he is then much too weak to go on with trumps.

No. 8. Counting the Cards. Z's lead of trumps at trick 9 is a stroke of a "Master of the Science." Y's hand furnishes a good example of passing a trick, and making *two* for his forbearance. He ought, at trick 1, not to part with his Ace of Trumps.

No. 9. On the Success of Irregular Play. It appears to me that in the previous hands the success of irregular play has been illustrated often enough, and, if not, most of us have had quite sufficient experience of it. In the case in question a great deal may be said in defence of Y's play at trick 2, notwithstanding the fact that Cavendish calls it *bad*. A B cannot possibly win the game; either B or Z has no more Clubs; the chances are exactly even, and it is also possible that A may originally have had six. Has Cavendish forgotten how important it is to keep the command of the enemy's suit? At trick 8, Y has a good opportunity for underplay in Hearts. Trick 10. Considering that Y has been playing a strong game throughout, would it not be better for B to save the game while he has the opportunity? Z, leading the lowest Diamond but one, is very perplexing to his adversaries.

No. 10. This hand is intended to explain and illustrate the new principle with reference to discarding, laid down at p. 94, viz., when trumps are declared against you, your *first* discard should be from the suit you wish your partner to lead, but if strength in trumps is developed on your own side, always discard from weakness. To discard well is one of the most important points at Whist. I have frequently seen very good

players lose a game by throwing away a deuce of Spades when the proper discard was a ten of Diamonds, and every Whist player will do well to give this chapter his careful study.

With reference to the illustration selected by Cavendish, there is nothing in it very remarkable. I should think that it needed no ghost to tell Z, at trick 9, to play the Ace of Spades, when that trick, with the two remaining trumps declared in his partner's hand give him the game.

No. 11. Is given to illustrate the importance of getting rid of the command of your partner's suit, and is, I presume, a *made* hand. Z, at trick 2, plays the trump card instead of the 5. I am half ashamed to point out trifling errors like this, and should not do so were I not criticizing models that ought to be perfect. Trick 11. B's play makes me think the hand never occured in actual play. At any rate if this is a specimen of play at the Portland, it would not be tolerated here. The point of the hand is at the 8th trick, when Y is made to play badly, to exhibit the superiority of his partner.

No. 12. On Finessing. The play to the 6th trick is good, when Y ought to show his partner his strong suit. Trick 9. A finesses, and loses the game. I do not say the finesse is unsound, but under the circumstances I should have played differently. I remember playing, some three years ago, with a celebrated American Professor of Mathematics, who, though he finessed often and deeply, was always successful. One of his rules was, in the absense of indications, if you have six of a suit, do not finesse on the second round; nine times out of ten the winning card against you will fall.

No. 13. This hand is very well played throughout. It illustrates counting the hands, and refusing to finesse.

No. 14. On leading the losing card to place the lead. Note the following simple inferences. Trick 3. Z has the winning Diamond. 6. Z has the winning trump. 8. At this critical stage it is of the utmost importance that Z should have the lead to draw the losing trump, and to make his Diamond, or perhaps Diamonds; indeed, if he cannot get the lead the game is lost. Y should therefore underplay B in Clubs. This to me appears the course a good player would have adopted. Again, he knows, or, as Mr. Clay says, he *ought* to know, B has the Ace and Queen of Spades. Why not, therefore, at trick 9, play his best Club?

No. 15. On leading the losing card to place the lead. Trick 4. Why should B return his partner's lead before showing his own suit? He has not much, it is true, but what he has ought to be made the best of. Y's play at trick 1 shows that he has either King, or Ace ten, and if the latter, it is simply leading to the "jaws of death." Y's play at trick 11 is successful, but the probabilities against Z holding two given cards being 7 to 1, can hardly be defended.

No. 16. Underplay. 1. If A leads trumps he wins game. The hand plays itself. 2. Why should B be in such haste to part with the Ace of Clubs when he is not in the least danger of obstructing his partner, and if the Ace of Diamonds is against him he has no other card of re-entry. Trick 4. If the Diamonds had been unequally divided B's play would have lost a trick, but having no card of re-entry—is compelled to win his partner's trick. 6. I question the propriety of B's leading trumps. 7. Y's play is not only bad, but contrary to all rule and principle. The game is at a very critical stage; to save it his partner must have something in Spades, and yet he parts with the command of his adversary's suit, and forthwith forces his partner, notwithstanding his weakness in trumps. Suppose Y plays the Spade—Z wins the trick, and returns it. Y follows with the King of Clubs, and afterwards with a small one, which Z trumps. He then leads the winning Spade, which forces the strong trump hand. The position of the remaining cards is now declared, and Y Z win the odd trick. Adopting the play as laid down by Cavendish, to trick 8, without admitting it to be the best, we find that B has led trumps from weakness, and that Y, having deliberately forced his partner, ought to be strong. A is underplayed, and he successfully puts down the King second in hand. This is not the first game I have seen won by bad play.

No. 17. Illustrative of Underplay, and playing to the Score. Mr. Clay "held in abhorrence playing false cards." Cavendish says that "Y is justified." Now, what ought to be the result of Y's play? Holding B's hand, anybody would infer that A's lead was from a King, Knave, 10 suit. Y Z know better, but they possess information that B does not. When therefore Y, at trick 8, tries to underplay B, he should play the Queen, not because he suspects underplay, but to strengthen and assist his partner. Cavendish's reasoning about A having led a strengthening 10, obvious enough to Y and Z, is not obvious when applied to B.

In the previous hand, at trick 9, A ought to have allowed himself to be underplayed, and he did not in this; B ought not, and did. These examples are very unfortunately selected.

No. 18. When to Lead Trumps from four, and playing to the Score. I differ from Cavendish's note at trick 4. The fall of the cards makes it almost certain that the trumps are equally divided, and if not, the winning trump can easily be forced out by the Diamonds. Suppose then A does not finesse; at trick 5 he leads the Queen of Diamonds, follows with the small one, and makes game before the adversaries have the lead. I gave this hand to four persons who had never seen it before, and they dealt with it in this way. We have more apologies for bad play.

No. 19. Cavendish terms his next illustration "a well judged trump lead, though the adversary has called for trumps." The play throughout is not bad, but the hand is so very elementary as to be hardly worth the space it takes up. "It is seldom right to continue the trump when led by the opponents," says Cavendish. My own experience leads me to think that when you can draw 2 for 1 it is seldom wrong.

No. 20. It is developed from A's leading the lowest card but one of his suit that he has 5 or more. The deuce not having fallen, must be with the 10 9 in his, A's, hand. 4. Bad, though successful. Why not lead Clubs? He has six of them. Adopting the play of the text with its faults to trick 8, we have a master stroke of genius, worthy of Deschapelles, well worth studying.

I hope, with your permission, to finish my review in your next.

W. B.

THREE OR FOUR AT WHIST.

We have been favoured with several criticisms on our article in the last number under this head. Some impugn our calculations, but in the purely arithmetical part we can discover no error. We are not so confident, however, about our assumption that the odd trick is obtained by one side or other as often as any other score. We now go a little further into the calculation, not that the correction which may be necessary is of such amount as to invalidate the general conclusion which we gave only as approximate, but because the whole question is one of great interest as an illustration of a class of problems which are very common in actual life, but which are neglected by mathematicians because the data are not precisely attainable, although conclusions might be drawn near enough to the truth to be very valuable in practice.

If the chance of making each trick in a hand at Whist were perfectly independent, the different combination of 13 would be represented by the following series :—

$$1+13 \times \frac{13 \cdot 12}{2} + \frac{13 \cdot 12 \cdot 11}{2 \cdot 3} + \frac{13 \cdot 12 \cdot 11 \cdot 10}{2 \cdot 3 \cdot 4} + \&c. = 2^{13} = 8192$$

This series terminates after the 14th term, and each term is calculated out in the following table. The mathematician will recognise the numbers as the Abacus Panchrestus, of Briggs, the Figurate numbers of James Bernouilli, and the Arithmetical Triangle of Montucla. The beginner may compare them with the numerical co-efficients of the 13th power in the binomial theorem.

Number of ways in which A B gain and X Z gain.

13 tricks	0 trick	1
12 ,,	1 ,,	13
11 ,,	2 ,,	78
10 ,,	3 ,,	286
9 ,,	4 ,,	715
8 ,,	5 ,,	1287
7 ,,	6 ,,	1716
6 ,,	7 ,,	1716
5 ,,	8 ,,	1287
4 ,,	9 ,,	715
3 ,,	10 ,,	286
2 ,,	11 ,,	78
1 ,,	12 ,,	13
0 ,,	13 ,,	1
	Total	8192

The odd trick is gained when A B is either 7 or 6, consequently the odds in favour of a higher score against the odd trick only is 4760 : 3432, or between 3 to 2 and 4 to 3.

In our calculation, or rather estimate, last month, we attempted to weight these numbers, as the chances were not actually independent, and going on the assumption that Whist players play for the scores of 1 and 3, and attach little importance to the scores of 2 and 4, we added to the 7th and 8th line of the above table, and diminished the 6th and 9th. When our attention was called to the point by our assumption being challenged, we kept an account of the score by tricks (made in actual play) in a considerable number of hands. The number of cases was too small to rely upon for anything but an indication, but the result was sufficient to

convince us that our assumption was erroneous, and that the theoretical result arrived at in the table above was nearer the truth.

Correcting our previous calculation accordingly, A B will win only 18 games out of the 32, being at four when X Z are at three. The odds in favour of four against three are, therefore, 9 to 7 in place of 3 to 2.

As regards the other part of the calculation, viz., the choice between being 3 or 4 against love, the correction made shows a very slight advantage in being three in place of four against love, when you have the deal. In any other case the score of four is, as we before said, most advantageous.

THE GAME OF YEWKER.

THIS ill-bred game ov kards is about twenty-seven years old. It was fust diskovered by the deck hands on a Lake Erie steamboat, and handed down by them tew posterity in awl its juvenile beauty.

It is generally played by four persons, and owes mutch ov its absorbingness to the fackt that yu kan talk, and drink, and chaw and cheat while the game is advancing.

I have seen it played on the Hudson River Railroad, in the smoking cars, with more immaculate skill than anywhere else.

If yu play there, yu will often hold a hand that will astonish yu, quite often four queens and a ten spot, which will inflame yu to bet seven or eight dollars that it is a good hand tew play poker with, but yu will be more astonished when yu see the other feller's hand, which invariably consists of four kings and a one spot.

Yewker is a mollatto game, and don't compare tew old sledge in majesty, enny more than the game ov pins does to a square church raffle.

I never play Yewker.

I never would learn how, out ov principle.

I was originally created cluss tew the Connektikut line, in Nu England, where the game ov seven up, or old sledge, was born, and exists now in awl its pristine virginity.

I play old sledge tew this day, in its natiff fierceness.

But I won't play enny game, if I know my charakter, where a jack will take an ace, and a ten spot won't count game.

I won't play no such kind ov a game, out ov respekt tew old Connekticut, my natiff place.—*Raleigh Sentinel.*

DRAMATIC NOTES.

THEATRES, that is to say theatres where the drama is performed, are at this time much harassed by the successful rivalry of other forms of entertainment. When Whitsuntide comes to us, as this year, with July weather, the various suburban resorts, from the Crystal Palace to Cremorne, are found more enjoyable than theatres; and the old custom of producing novelties on Whit Monday is now completely and wisely forgotten. But the most powerful enemy of the drama is music, which is flourishing in London to an unprecedented extent. There is Italian, German, and French opera at Covent Garden and Drury lane; French opera comique at the Gaiety; Verdi's Requiem at the Albert Hall, and concerts without end. There is also an English opera, but as it is a very little one, and is produced at the Charing Cross Theatre, and has Miss Kate Santley for *prima donna*, it is hardly worth while to mention it. It may be suggested that there is some native musical talent, but as the *impresario*, the publisher, the box agent, and fashion have combined in favour of the foreign article, the public submit to the most tremendous extortion; for music, though described as a heavenly maid, has some very earthy ministers around her. There is enough money spent at the operas during the season to set up and keep going twenty theatres. Music adds insult to its injury to the drama, for the dramatic part of opera is imbecility itself. In this matter the recitative between the melodies introduced on the Italian stage commends itself more to us than the spoken dialogue of French and English opera. If we are to imagine a set of individuals who habitually express their loves, hates, joys and sorrows in song,

they may as well do it thoroughly; but when they suddenly cease from conversation to burst into music, and as suddenly drop it, the climax of absurdity is reached.

With the exception of a little play by Mr. Byron, at the Strand, called *Weak Woman*, another little play at the Charing Cross, called *Jeanne Dubarry*, and a more important work by Mr. Albery, at the Olympic, the month is barren of novelty so far as the English stage is concerned. At the Opera Comique a great variety of French plays has been given, and Signor Salvini still continues to attract crowds to Drury Lane. He has appeared once or twice as the gladiator in the Italian play of that name, but as it was quickly withdrawn in favour of *Othello* it is to be presumed that the public were not favourably impressed with it. The play is dull, and contains some unpleasant passages, which the Italian language conveniently conceals from the majority of English hearers. In this *Il Gladiotore* resembles most of the productions at the Opera Comique, but the latter are supposed to be funny, and are therefore enjoyed. Before these lines are in print Salvini will have made a bolder experiment in *Hamlet*, and it is to be hoped that the critics will not be swayed by the actor's popularity in giving a biassed opinion. It is also devoutly to be hoped that the occasion will not be seized for the making of comparisons between Salvini and English tragedians, alive or dead. The weekly journal known as the London *Figaro* has attempted to stir up much strife by violently espousing the claims of Salvini as against those of Irving. To such an extremity is this spite carried that the journal in question has, in the worst possible taste, begun to make attacks on the body and legs of Mr. Irving. This being the case, we are disposed to regard leniently the conduct of those occupants of pit and gallery who have lately on first nights shown their resentment by hissing the editor or proprietor of the *Figaro*. This rough exhibition of popular justice cannot be commended, but it is certainly palliated by the provocation given.

A remarkable change has taken place in the theory of dramatic criticism as expounded by its professors. We have before alluded to the fact that the eternal laws of action and re-action are nowhere more marked than in connection with the stage, and a great re-action has lately set in. Briefly, expression is now extolled, and repression is temporarily in disgrace. Who cannot recollect, so short a time ago as to seem but yesterday, that a new era of dramatic art was said to have set in, in which everything should be natural, and, above all, quiet? If an actor raised his voice above the level of ordinary conversation he was pronounced a ranter. If he waxed ever so slightly energetic in his movements, a shuddering whisper of "fustian" went round the stalls. Shakspeare cannot be acted without some amount of force, and therefore Shakspeare was voted out of date. The legitimate school, of which Sadler's Wells was the head quarters, went to pieces, and the members became unhappy strollers in the provinces. The Adelphi, which had force of a certain kind, though it was bad enough, heaven knows, became a mark for derision; but of that we do not complain. In short, the type of perfect acting was declared to be the hero of romance as exhibited by Mr. Sothern, or the military swell as embodied by Mr. Bancroft. All these ideas have now vanished, theories are exploded, and force, well or ill directed, is the quality most in favour. There is now no fear of good acting being called rant and fustian, but there is some danger of the reverse, and of that man being termed the best actor who can make the most noise. The re-action may be said to have commenced with Mr. Irving, to have gained ground with the revived taste for melodrama, and to have been consummated by Signor Salvini. We ourselves are very glad to see it. Force in acting is admirable, but it should be accompanied by refinement, in which quality we think Signor Salvini is slightly deficient. The question is how long will the re-action last? To some extent the public is guided by the press, and the inconsistency and fickleness of the press is astonishing, no less in dramatic than in other matters. The gentlemen who act at the theatres for the *Daily Telegraph* and the *Observer* are at present spinning out fluent enthusiasm by the yard in favour of robust and vigorous acting. But enthusiasm in favour of any particular thing is evanescent, and persons of gushing temperaments are changeable. We cannot therefore hope for much from many of the newspapers, and even those which have good and stable critics are also encumbered with editors, and between the two arises conflict, which is generally disastrous to the critic.

Mr. Albery has written a new play for the Olympic, which well deserves the title remarkable. It is described as a comedy of adventure in five acts, and it is called *The Spendthrift*; or, *The Scrivener's Daughter*. It is not like the *Two Roses* nor *Oriana*, to name two very different specimens of the author's style, and if it can be compared to anything Mr. Albery has written before, it is of the school of the *Two Thorns*. But if one can imagine Mr. Albery to have indulged in a long night's reading of the old comedy writers, to have then gone to sleep and dreamt a play, the result might be *The Spendthrift*. The five acts might be called five separate farces, rather than one comedy. The first act might be called *The Rescue*; or *Courtship in a Sedan Chair*; the second, *The Astrologer Hoodwinked*; the third, *The Jealous Husband*, and so on. Mr. Albery in his play is at once original and imitative, ingenious and laborious. The style is saturated with the manner of the last century, but there is a want of connection (until the last two acts) which is Mr. Albery's own. The incidents are at times ingenious, but the sketches of character are pourtrayed with some appearance of effort. For instance, the description of the dramatis personæ given in the programme fails to be quaint, and becomes pointless and rather stupid. The plot is too much built up from casual incidents elaborately fitted in. The child's kite, the loss of Mr. Tingle's pocket-book, the hero's affection for "stock

ale and stalled ox" is exemplified by his eating cold beef and drinking a tankard of beer before the audience, his assumption of another character's name, and the manner in which all the characters are set to display the peculiarities given to them in the programme, all these have an appearance of being forced, and smell of the lamp. *The Spendthrift* is clever, funny, yet not a good comedy; original, yet suggestive of the 17th and 18th century dramatists; the dialogue spontaneous, and yet laboured. This may be a parodoxical way of describing it, but it is the best description we can give. One mistake it has in common with all Mr. Albery's plays; it contains unpleasant, if covert, sneers against religion and the accepted code of morality. It is well acted by the Olympic Company, some of whom are fresh from that very opposite kind of play—*The Two Orphans*. Mr. Neville is ease itself, and Miss Fowler, who improves vastly, is able to show that hard study, and an affection for the art of acting, will sometimes take the place of natural talent. Mr. Anson requires something rather stronger than the low comedy he has to do in this play. Mr. Harcourt is always good when he is not condemned to pathos, and his acting in *The Spendthrift* is the best thing of his we have seen since his Young Marlow. Mr. Forbes Robertson, too, albeit a trifle too boisterous, shows to more advantage at the Olympic than he has ever done before. The whole company act together with ease and cohesion, only to be obtained by good discipline.

There is no necessity to criticise Mr. Byron's latest production *Weak Woman.* It is precisely similar to other plays written by the same author for the present Strand Company. The characters are fitted to the actors in Mr. Byron's pleasant manner, and there is no attempt at any new delineation of character. The chief merit of *Weak Woman* is the producing a strong situation at the end of the second act which affords Mr. Vernon an opportunity of showing that he is a very good actor. Nor can much be said about *Jeanne Dubarry*, produced at the Charing Cross Theatre, the stage of which is very ill-adapted to anything save farce and operetta. It may be noticed, however, that Mr. Sidney, an actor of some promise, has much improved since he was at the Queen's, under the Hodson-Clifton management. Concerning the future, it is rumoured that yet another Italian tragedian, Signor Rossi, is to appear at the Gaiety next year. Mr. Hollingshead has had the ill luck, more than once of late, to be a day behind the fair, and it will be unfortunate for him, if, by next year, the critics have turned round and declare that the exhibition of strong emotion is vulgar and bad style.

ANSWERS TO CORRESPONDENTS.

To Our Correspondents and Exchanges.—All letters and newspapers should be sent to the Editor, care of W. W. Morgan, 67 Barbican, and not to any person who is, or is supposed to be connected with the Papers. Attention to the address would save the Post Office much trouble. Half of our foreign papers come to us addressed London or England only.

CHESS.

S. T. (Adelaide).—Yours is literally a "message from the sea," for it came in the recovered mail bags of the unfortunate "Schiller." The omission was entirely unintentional, and it is an oversight for which we can only plead chronic hurry in that part of our duties. Be assured that it shall be amended. Your Problem is very welcome. It seems fully up to the high standard of your last contribution.

J. A. C. (Philadelphia).—We are much gratified by the interest in our Journal you have so kindly expressed, and shall certainly adopt your suggestion. You will find an instalment in our present number, and Herr Zukertort's next article we think will surpass the "Forty Years" in deserved popularity.

R. W. J. (Lancaster).—Thanks for the Problems. We are glad to see you again in the ranks of the Reviewers.

B. S. B. (Brooklyn).—We are much obliged for your kind expressions. The *Review* is a welcome exchange. Your letter was overlooked for two months, owing to some inadvertency at the office, and all your copies for April have gone astray. Would it be troubling you too much to ask you to complete our set? Commend us to Mr. Gilberg, Mr. Perrin, Mr. Delmar, "the Captain," and all our friends in the City of Churches.

J. K. (Brunswick).—Letter and three enclosures received, and contents noted. We have been much occupied, but shall write fully as soon as other matters are out of the way.

J. W. (Leeds).—Your letter was too late for correction of the "Review," but we have noted your supplementary solution (author's) of No. 648. The game shall appear in our next number.

W. C. (Cheltenham).—Many thanks for the trouble you have taken in our behalf. As for the problems, these crosses are common to us all.

H. J. C. A.—Thanks for the suggested amendment of the unlucky three mover. Of course Q to Kt 8 was the intended coup.

W. N. (St. Neots).—We shall adopt your suggestion so far as a record of the problems solved and problems refuted are concerned. Any system that provides against injustice to a competitor, however remote the probability, shall have our best attention.

G. R. (Philadelphia).—Letter received, and enclosure noted.

J. B. Munoz (Philadelphia).—We shall be glad to aid in such an interesting work, and have announced it in the Chess World.

V. G. (Highbury).—We shall avail ourselves of Dr. Gold's

problems without fail. They are always welcome. Your address is noted.

J. W. (Huddersfield).—Many thanks for the correction, which we have made. It is understood that there will be no account of the 1873 Tourney. We do not attach much importance to the fact that the errors in Mr. F.'s problems were overlooked,—but we do to the breach of the regulation expressly provided for the prevention of such oversights.

CANTAB.—Send your name and address, and your letter shall be printed as a matter of course. Otherwise, we have no guarantee that you have any better right to assume the title than those you refer to.

R. W. J.—We are glad to hear from you again, and cordially thank you for the problem.

W. C. C.—Your last communication has unfortunately been mislaid, but we must maintain the accuracy of our analysis if the White Queen is posted at Q Kt 2, as you suggested. K R 2 or K R sq is the only safe place for her, that we can see.

T. HAZEON.—Thanks for your communication, and the interesting position with it. The latter can be done in at most eight moves by—

1 Kt to Q B 6	5 Kt to Q B 4
2 K to Q 7	6 Kt to Q 5
3 Kt to Q 5	7 K to Q B 5
4 Kt to Q B 7	8 Kt mates accordingly.

It is possible it can be done in less, as the above was the result of a cursory examination, but we have not had time to look into it thoroughly.

J. P. TAYLOR, Dalston.—Send the problems by all means, they are always acceptable. Why don't you let us hear something of your Club and its doings? such intelligence is useful not only for us, but yourselves also. Thanks for your last communication.

J. A. MILES.—Your denunciation of defenceless positions would hold true in ordinary end games, but when the conditions are laid down that mate must be given in a fixed number of moves, then it matters little whether Black can play a dozen pieces or a single pawn, he is equally defenceless beyond a certain point. Surely, therefore, a defence, consisting of K moves only, if it prevents mate up to that point, is just as good a defence as the moving of Queen, Rooks, Bishops or Knights, which can do no more in the way of prolonging mate, and give in reality no further strength of position, than a mere appearance of such.

Problems received with thanks from P. Taylor, A. Rosenbaum, Dr. Gold, H. J. C. Andrews, S. H. Thomas, and S. Tyrell.

WHIST.

L. AND K. (*Electing penalty for leading out of turn*).—A leads out of turn. X says to Z, "You elect the penalty." Z says "No, you elect it." Is that a consultation within the meaning of the law?—*Ans.* It is a consultation. X has told his partner it is for the interest of their side that Z should elect the penalty. Z says, it is a matter of indifference whether a suit is called or not; each, therefore, affords information to the other. The knowledge that a partner is indifferent, may convey information that Y (or Z) has no right to extract—case 10 Cavendish. The question should be so framed, if a question is asked at all, that A shall convey no information, and it is best to keep to the formula,—Will you exact the penalty or shall I?

M.P., S.P., and others.—You will find we have fully considered your letter on this subject in another part of this number.

DOUBLE DUMMY.

WILLIAMS.—Put down the solution of the Double Dummy problems, and send them in. You will then for the first time find out how difficult and beautiful they are. Every one appears to think they solve the problems, and hardly any do so. As to the solution, it is quite correct, but F. J. suggests it would have been better had he inserted in the notes,—If Z refuse to trump the long Diamond with the Spade Ace, A must ruff it with the 9.

ECARTÉ.

L.—Dealer plays with a card too many. What are the consequences?—

Answer—"On perd un point quand, après donne sur écart on joue avec plus de cinq cartes et le droit de marquer le roi est perdu aussi."—Academié des Jeux, par Van Tenac, page 110, exam. 50.

"If either party have more or less cards than he ought to have, and discard for the purpose of exchanging, without acquainting his adversary of the circumstance, he loses two points, and likewise the right of making the King, whether it be turned up or in hand."—Hoyle's Games, by G. H.

The same rule appears in the American Hoyle, by Trumps.

Major A Rules of Ecarté.—"He who either discards or plays with more than five cards loses a point, and the right of marking the King."

Cavendish gives the following rules:—"18. If after the trump card is turned up, and before the dealer accepts or refuses (or if there is no proposal before he plays), it is discovered that he has dealt himself more than five cards, the non-dealer, after looking at his own hand, may stand the deal, or call a fresh one. If he stands the deal he may draw the superfluous card at random, and look at them, and then have them placed at the bottom of the stock."

NOTE.—This rule varies. With many French players the law is, that if the dealer gives himself more than five cards his adversary has the further option of a fresh deal and of adding a point to his score. This penalty is excessive, and in this country the case is generally ruled as stated in Law 18.

"20. If either player has more or less than five cards in hand he is bound to inform his adversary of the error. In the case of the non-dealer, before proposing (or if there is no proposal before playing); in the case of the dealer, before accepting or refusing (or if there is no proposal before playing). If he fails to do so the adversary on discovery of the error is entitled to throw up his hand and to mark the vole, and the offender loses the right of marking the King whether turned up or in hand."

"35. If after a discard either player has more or less than five cards in his hand he is bound to inform his adversary of the error. In the case of the non-dealer, before proposing again (or if there is no second proposal before playing); in the case of the dealer, before accepting or refusing again (or if there is no second proposal before playing, except as provided in Law 34). If he fails to do so, the adversary on discovery of the error is entitled to throw up his hand, and to mark the vole, and the offender loses the right of marking the King if in hand."

This rule seems to us unreasonable on the face of it, for the rule gives the same penalty for holding a card less than he is entitled to as for holding a card more. In the one case the player having less than his adversary plays to a disadvantage, and in the other he obtains a great benefit, and Cavendish awards the same punishment to each. Do we misunderstand him? All the laws seem to agree that if a man plays with more than five cards he is liable to a penalty, and, with some, the penalty is one trick, and in the others two. We incline to the more merciful view. All the books agree that the player in fault cannot mark the King.

The Westminster Papers.

1ST JULY 1875.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE past month has been an unusually dull one in London Chess circles. The projected match between the old members of the Universities came to nothing after all, and the hopeful branch which sprang from that unfortunate tree—a match, University Players *v.* City Club—appears to have been nipped where it sprouted, in the columns of the *Sportsman.*

Things were looking dull enough, indeed, when the general gloom was deepened by the unexpected appearance of an obituary notice of Captain Kennedy, in the Chess column of the *Field*, and in the same paper an announcement of the death of Mr. Thomas Hampton, the Treasurer of the St. George's Chess Club. The regret which the latter event occasioned was drowned in the general rejoicing when it became known that, in the case of the former, our contemporary was the victim of either a mistake or a hoax. Captain Kennedy, we are glad to say, and every Chess player will be rejoiced to hear, is in the enjoyment of excellent health, and looks a very unlikely subject for the undertaker, or his congener, the obituary writer in search of an "item."

The annual blindfold show, at the City Club, was held on the 9th ult., and Herr Zukertort performed on the occasion. Ten exceptionally strong players opposed the blindfold player, who nevertheless scored six games, lost three, and drew one. The games with Major Martin and Dr. Ballard were stubbornly contested, and were concluded at an adjourned meeting. Both games terminated in favour of Herr Zukertort.

Another pleasant meeting of London Chess players took place at the house of Mr. Eckles, on the 17th ult. The event of the evening was the consultation game played between Messrs. Potter and Steinitz on the one side, and Messrs. Blackburne and Zukertort on the other. The game, which will be found in another part of this number, was won by the last-named players.

At the Halifax Chess Club, a handicap Tourney between twelve of the members, commenced in November last, has just terminated. The following are the leading scores:—

		Won	Lost	Drawn
(Class 3.)	E. J. Walker	9	2	0
(Class 1.)	J. Francis	8	3	0
(Class 3.)	J. Field	7	3	1

The Match between Messrs. Thorold and Minchin has been concluded in favour of the former, by 15 games to 11, and we are glad to hear that the combatants have begun another match—the best of 21 games—the score in which at present stands two all.

Two gentlemen have sent us the correct solution of the Rev. A. C. Pearson's problem, and as there was nothing to choose between their criticisms and analyses of the position, we felt compelled to appeal to Father Time, as the arbitrator of all things, to decide in the matter. His judgment is, that as Mr. W. Coates, of Cheltenham, forwarded the solution some days earlier than Mr. R. W. Johnson, the prize should be awarded to the former.

Mr. Grimshaw has requested us to publish his competing set on the late British Chess Tourney, which, for some reason or other, was disqualified by the judges, although no fault can apparently be found with it. We have no wish to prolong this unpleasant subject, but with a view of doing justice, either to the composer or the committee, we submit the five problems to our reviewers, and invite their criticisms. At the same time, we must state that, as some of the problems have been published elsewhere, and the solutions may, therefore, be known, we exclude the set from our Solution Tourney.

Speaking of the Solution Tourney, our correspondents would oblige us if they would kindly write their reviews on a sheet of paper by themselves, apart from the solutions. By so doing, a great deal of labour and trouble will be saved, besides rendering it easier for us to compare the manuscripts of the reviews at the end of the half-year.

The following passage, from Mr. Tennyson's recently published drama, goes far to prove that he must be a Chess player of no ordinary merit, or, at least, in the possession of a considerable knowledge of the game. It

is by no means the first time that the Poet Laureate has borrowed a metaphor from the "chequered field," as, for instance, in "Maud," where he says :—

> "We are puppets, Man in his pride, and Beauty fair in her flower.
> Do we move ourselves, or are moved by an unseen hand at a game
> That pushes us off from the board, and others ever succeed."

In "Queen Mary," however, the illustration is simply perfect, as our readers can judge for themselves,

NOAILLES (French Ambassador) to COURTENAY, Earl of Devon :

So you would honour my poor house to night,
We might enliven you. Divers honest fellows,
The Duke of Suffolk lately freed from prison,
Sir Peter Carew Sir Thomas Wyatt,
Sir Thomas Stafford, and some more—we play.

COURTENAY :

At what ?

NOAILLES :

The game of Chess.

COURTENAY :

The game of Chess !
I can play well, and I shall beat you there.

NOAILLES :

Ay, but we play with Henry, King of France,
And certain of his court.
His Highness makes his moves across the Channel,
We answer him with ours, and there are messengers
That go between us.

COURTENAY :

Why, such a game, sir, where whole years a playing.

NOAILLES :

Nay ; not so long I trust. That all depends
Upon the skill and swiftness of the players.

COURTENAY :

The King is skilful at it ?

NOAILLES :

Very, my lord.

COURTENAY :

And the stakes high ?

NOAILLES :

But not beyond your means.

COURTENAY :

Well, I'm the first of players. I shall win.

NOAILLES :

With our advice, and in our company.
And so you well attend to the King's moves,
I think you may.

COURTENAY :

When do you meet ?

NOAILLES :

To night.

COURTENAY [*Aside*]

I will be there, the fellow's at his tricks,
Deep.—I shall fathom him. (*Aloud*) Good morning,
Noailles. [*Exit* Courtenay.]

NOAILLES :

Good day, my Lord. Strange game of Chess, a King,
That, with her own Pawns, plays against a Queen.
Whose play is all to find herself a King.
Ay ; but this fine blue-blooded Courtenay seems
Too princely for a Pawn. Call him a Knight
That with an ass's, not an horse's head,
Skips every way, from levity, or from fear.

The *News of the Week* (Glasgow) makes the following announcement to problem composers and solvers :—

We offer five prizes for competition, which will commence from this date, and end on the 27th November this year.

To the Composers.—Three prizes for the three sets which are considered best—first, second, and third—each set to consist of four original problems, ordinary mates, one two-mover, and three three-movers in each set. Those we have on hand at present will count in this competition if the authors communicate to us during the next fortnight that such is their wish. All the sets must be in our hands before the end of August (the problems may be sent in singly, but in both cases they must be numbered). The solutions must accompany each. No mottoes need be used, but the names and addresses of the composers must be sent. This is not necessary for publication, but for our guidance.

To the Solvers.—Two prizes are offered—the first to the solver who scores the highest number of marks for correct solutions (variations are taken into account), and the other to the second on the list. If any unsound problem appear, the solvers who discover such and give proof will be credited with double the number of marks allowed for solutions of sound problems.

Solutions must be sent in not later than ten days after the publication of the problem.

Note.—The prizes will consist of current Chess magazines sent post free for twelve months, or books on the game of Chess, according to merit.

The same paper publishes the report of the committee of the Glasgow Chess Club, submitted to the members at the annual meeting, in May, from which we learn that the Club has a flourishing balance in hand, besides other evidences of continued prosperity.

La Stratégie announces, this month, the death of two well-known habitués of the Café de la Regence, MM. Wiart and Jain. The former was, perhaps, better known in literature than in Chess, and the number under notice contains a cordial tribute to his excellence, from the pen of M. Nivernais.

Among the other contents we observe a notice of a new monthly Chess magazine, published at Livourne, in Italy, under the joint editorship of Signors Orsini and Seyhieri. The new Chess journal will consist of 24 pages, and the subscription price is ten francs per annum. As the leading Italian amateurs have promised their co-operation, we look forward with much interest to the new venture.

The most interesting message from America, during the past month, is the new monthly journal, the *American Chess Magazine*, the first number of which was published in May. The *American Chess Magazine*

is edited by Messrs. Neill, Orchard, Kunkel, Mason, and Bull, the latter having exclusive charge of the problem department. It is admitted that the first number has been brought out somewhat hurriedly, and before the editors had completed their arrangements, a circumstance which accounts for the absence of original literary matter. The second number, however, leaves little to be desired in that respect, and, as regards games, problems, and diversified intelligence, places the new magazine in the first rank of Chess journalism.

From the *Hartford Times* we clip the following address of the Executive Committee of the American Chess Association :—

TO THE CHESS PLAYERS OF THE WORLD.

The Executive Committee of the American Chess Association believe the International Tournament of 1876 will be an event of great and lasting importance to the cause of Chess, and not merely a contest for prizes. The duty imposed upon them by the constitution, of determining certain questions in relation thereto, they are anxious to perform in a manner to meet the ascertained desires of the best players of the world, and to publish the result in the call for the tournament; thus obviating, as far as possible, difficulties and disappointments that are always apt to occur in tournaments. The subjects to which the attention of players is invited, and an expression of their views requested, for the purpose of change, amendment or final settlement, previous to or during the tournament, are, among others, the following :

1. Amendments to the Constitution or Bye-laws.
2. Rules of play in tournaments, and in matches by telegraph or correspondence.
3. Chess definitions and international Chess notations.
4. Problem tournament—shall one be held or not? and Problem Code—shall one be adopted as a guide to composers and committees?
5. Regulations to govern in the rooms of the tournament, during the hours of play.
6. The publication of a book of the tournament.
7. The organisation of an international Chess Association.

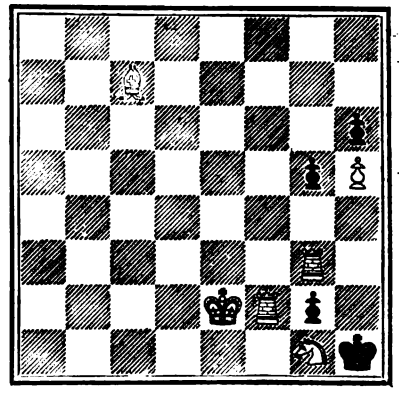
Chess players everywhere, having information on these or kindred subjects, which they desire to bring to the notice of the Committee, or which they deem suitable for the consideration of the Congress, are invited to communicate the same, either by publication in any Chess magazine, or by correspondence with the undersigned, before the 1st of next September.

By order of the Executive Committee. J. A. CONGDON, Pres. A.C.A.
Philadelphia, 24th May 1875. J. ROBERTS, Sec. A.C.A.

The *Times* is, as usual, witty and entertaining, but underneath all the fun there is evident an earnest desire to advance the interests of the game. The problem in the margin is from Mr. Belden's Chess column, and is the work of a boy only thirteen years old, Master Harry Boardman, of Melrose, Massachusetts. If Master Harry's precocity is not overworked, we predict for him a high reputation as a composer of problems. The *Times* records the sudden death of Mr. N. Marache, of New York, a prominent player in the Morphy era of American Chess. The following obituary is from the pen of Mr. Belden, and is extracted from the *Times* :—

Problem by Harry Boardman, Melrose, Mass.

BLACK.



WHITE.

White to play and mate in two moves.

NAPOLEON MARACHE.

Every Chess player will regret to learn of the death of Napoleon Marache, once a Chess player of note, who died very suddenly, of heart disease, on the morning of Tuesday, 11th May, at his residence in New York city. Mr. Marache was born on the 15th of June 1815, in Meaux, France, and consequently was, at the time of his death, close upon 60 years of age. He came to this country when thirteen years old. He was first shown the moves at Chess when he was twenty-six years of age, and made astonishing progress in the mastery of the game. It is related that within three weeks after he had received his first lesson he could give the odds of a Rook to his teacher, from whom he had so recently taken the odds of the Queen. Shortly, he became acquainted with a strong player, who gave him first the odds of a Rook, next a Knight, and then a Pawn and two moves, until at length Mr. Marache was able to meet him on even terms.

In the winter of 1855-56 he won the honorary position of champion of the New York Chess Club, together with a silver cup offered as a prize in a match between eight of the strongest players of that day, and subsequently, the same winter, in a tournament of sixteen players, he again won the first prize, a set of Staunton Chess men. In 1857 he participated in the grand tournament of the first American Chess Congress, but was defeated in the first round by W. Fiske. Mr. Marache was then labouring from indisposition, and had nearly vanquished his opponent, when he was compelled for a time to retire from the lists, and on his return suffered a succession of defeats.

As an editor he has had charge of columns in the New York Clipper, Frank Leslie's Illustrated Newspaper, Porter's Spirit, and Wilke's Spirit. In October, 1845, he commenced the publication of the earliest Chess periodical in this country. The Chess Palladium and Mathematical Sphinx, which unfortunately only lasted through three numbers. In 1865, he was secured by Dick and Fitzgerald to prepare the Chess matter for a new edition of Hoyle, and his work was so well done, that it was subsequently given to the public in a separate volume, as Marache's Manual. For the past seven or eight years he has only occasionally played a game with a friend, but latterly his old enthusiasm seemed to be reviving as he frequently visited the Café International, and had become a member of the Brooklyn club.

For the past nineteen years he has occupied a position in the Union bank, and was ever found faithful, efficient, honest and true in the discharge of his duties.

He was an excellent scholar, a fine musician, a thorough gentlemen and an ardent, faithful friend. As a problem composer he deservedly ranked high. His works were "classical," and he took an especial pride in his self-mates, of which he had manufactured some very elegant and ingenious positions. Eighty-seven of his problems are given in the Chess-Nuts.

THE COMPROMISED DEFENCE AND ITS ASSAILANTS.

By J. H. Zukertort.

For the sake of clearness I repeat here the conclusion of the first part of this article from the last number.

In the second instance it was proposed that White should, after the moves :—

1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes P
5 P to B 3	5 B to R 4
6 P to Q 4	6 P takes P
7 Castles	7 P takes P
8 Q to Kt 3	8 Q to B 3
9 P to K 5	9 Q to Kt 3
10 Kt takes P	10 K Kt to K 2
11 P to Q R 4	

prevent the counter Gambit by 11 P to Q R 4.

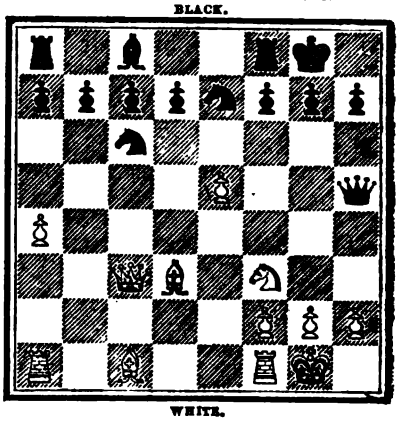
The Chess column of the *Sportsman* brought several articles headed *The invention in the Evans Gambit* on this coup,* illustrating its success by brilliant skirmishes between anonymous celebrities, and in which both parties seem to have conducted the game *ad majorem Evansis gloriam.* I may here pass over the different variations proposed by the correspondents of this column, not one of them could survive the first examination and all were tacitly given up by the editor himself, and examine Mr. Wisker's own continuation.

	11 B takes Kt
12 Q takes B	12 Castles
13 B to Q 3	13 Q to R 4

At this juncture we may examine two different lines of play, the first one being Mr. Wisker's original attack. The variation in question was proved to be unsound by Mr. R. H. Ramsey in the *Toronto Globe.* But this refutation is neither exhaustive nor perfectly correct in all points.

Position after Black's 13th move.

BLACK.



WHITE.

I.

14 Kt to Kt 5	14 P to K R 3
15 Kt to R 7	15 Q takes P

Mr. Wisker makes Black play 15 R to K sq, and says, after 16 B to Kt 2, "*how can Black avoid the fatal consequences of P to K 6?*" Without further analysing this continuation, as it results from an inferior move of Black, I may but mention, that Mr. T. C. Romeyn of Rondont, N.Y., points out in a letter, which is before me, that Black can maintain his superiority by 16 Kt to Q 4, 17 Q to B 4 or Q 2, 17 K Kt to Kt 5, &c.

16 Q takes Q (or x, y, z)	16 Kt takes Q
17 B to B 2	

The *Toronto Globe* gives here, 17 Kt takes R, 17 Kt takes B, 18 Kt takes P, 18 B takes Kt, 19 R to Q sq, 19 B to B 4.

	17 R to Q sq
18 R to K sq	

If 18 B to Kt 2, 18 K Kt to Kt 5; if 18 P to B 4, 18 K Kt to B 3 followed up by 19 P to B 4.

	18 P to Q 3
19 R to K 3	19 P to K B 4
20 P to B 4	20 K Kt to B 3

and Black wins easily.

X.

16 Q to B 2

The *Toronto Globe* remarks: "if White does not exchange Queens at move 16, his best place for the Queen seems to be B 2; at Kt 3, she would be exposed to the attack of Kt at Q 5, and any other place would

* As P to Q R 4 was already played on 10th move of this variation of the Evans twenty-four years ago, and again on the 11th in 1868, by myself and others, when Anderssen reintroduced the Counter Gambit, the only novelty in connection with it is to call it an invention in 1874.

allow Black to take Q R with safety." The writer evidently overlooks that the Queen at B 2 is still more exposed to the attack of the Knight and he fails to notice at all the best retreat of the Queen, to R 3.

16 Kt to Kt 5

The *Globe* gives here the inferior move R to K sq with the note, "Black might also play Kt to Q 5, but the above seems preferable."

17 Q to Kt sq — 17 Kt takes B
18 Kt takes R

If 18 Q takes Kt, 18 R to K sq, 19 B to Q 2, 19 Q to B 4.

18 Kt takes B
19 Q takes Kt — 19 P to Q 4
20 R to K sq — 20 Q to Q 3
21 R to R 2 — 21 K takes Kt
22 Q R to K 2 — 22 B to K 3

and Black has a clearly won game.

y.

16 Q to Kt 3 — 16 Kt to Q 5
17 Q to R 2

If 17 Q to B 4, Black replies 17 P to Q 4.

17 R to K sq
18 B to Kt 2 — 18 K Kt to B 3

and I fail to see how White can prevent the ultimate loss of the Knight; if *e.g.* 19 B to B 3, 19 Kt to K 7 ch, 20 B takes Kt, 20 Q takes Q B, &c.

z.

16 Q to R 3

This move does not provide for the Queen an attacking, but a safe square, and forces the gain of the exchange, as Black has now no time to play the Rook, *e.g.*, 16 R to K sq, 17 B to Kt 2, 17 Kt to Q 5, 18 K R to K sq, with an overwhelming attack.

16 P to Q 3
17 B to Kt 2 — 17 Q to B 4
18 Q takes Q — 18 P takes Q
19 Kt takes R — 19 K takes Kt

and Black ought to win with three Pawns against the exchange.

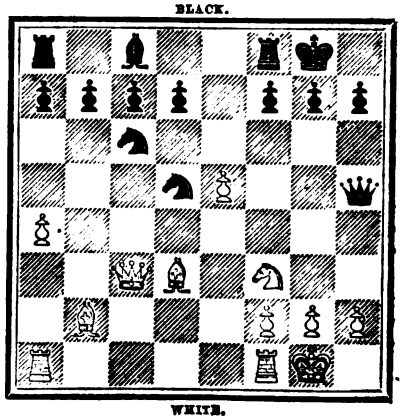
II. (See the preceding Diagram).

14 B to Kt 2 — 14 Kt to Q 4

White has now of course a great number of continuations, but it will be found, I think, that the really important lines of play are noticed in the following variations.

Position after Black's 14th move.

BLACK.



WHITE.

A.

15 Q to Q 2 — 15 P to Q 3
16 B to K 4 (or d)

If 16 B takes P ch, 16 Q takes B, 17 Q takes Kt, 17 B to K 3 followed up by 18 P to Q 4.

16 Kt to Kt 3
17 Q R to B sq — 17 P to Q 4
18 B to Q 3 — 18 B to K 3 or B 4

and Black has a safe position and is two Pawns ahead.

d.

16 K R to K sq — 18 K Kt to Kt 5
17 P takes P

17 B to Kt sq would be met by 17 P to Q 4.

17 Kt takes B
Q takes Kt — 18 P takes P
19 Q takes P — 19 B to Kt 5

with the better game.

B. (See the preceding Diagram).

15 Q to B 4 — 15 K Kt to Kt 5
16 B to K 4 (or e) — 16 P to Q 4
17 P takes P en pass

If 17 B takes P, 17 Kt takes B, 18 Q takes Kt, 18 B to Kt 5.

	17 P takes P
18 Q to B 3	18 P to B 3

and I fail to see how White will retrieve his numerical inferiority.

e.

16 B to K 2	16 P to Q 4
17 P takes P en pass	17 P takes P
18 Q to B 3	18 Q to R 3
19 Q R to Q sq	19 P to Q 4, &c.

I may finish the examination of the variations resulting from 11 P to Q R 4 with a note of the *Toronto Globe* on it; "*it prevents effectually the Counter Gambit, but by so doing allows Black just the one line which was wanting to establish his defence.*" To meet the objection of treating the compromised defence with the partiality of a hobby I may mention that the strongest lines for the attack were first given in my preceding article, and have not been noticed by its assailants.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—I meant to have sent to the *Weekly Herald* a few lines in reply to your notice of my letter of 22nd ult. in that paper, but I took up so much space with an analysis of the Compromised Defence that I could not do so.

You say I speak with more confidence of the *personnel* of the London Chess Journals than my knowledge warrants. I might, perhaps, retort on *your* knowledge of *my* knowledge, but whatever my knowledge may be, I have not, except in regard to one or two names, about which I have no reason to believe my information to be inaccurate, and with which the WESTMINSTER PAPERS have nothing to do, spoken from private information at all, but simply from an examination of the contents of the journals themselves, and I think it is quite possible you may underrate the information that may be picked up in this way.

I differ from you entirely as to the possibility of Chess cliques, editorial or otherwise, at the present day, and your argument on this subject, had you been pleading the case of a client before me as a judge, would not have made the slightest impression, provided I had been able to maintain my judicial gravity, but I regard your assurance that you do not belong to a clique as much more satisfactory. After this I should have had no more to say, but I must remind you that I never used the word clique at all. The word I used was oligarchy, which simply means a small number of people in power. In those wretched days to which you refer, when Chess cliques were rampant, I cannot help remembering that there were two or three Chess clubs in London whose fame reached the provinces, and one of these at one period, if I remember aright, was the Westminster. But now rumour does not bring to those far off regions the most distant echo of any name but the City. The oligarchic vice with which I charged you, in common with your brother editors, referred to in my letter, was illiberality, and I confess your reply has not quite removed the impression from my mind that the charge was not without justification.

I have, indeed, to thank you for your frank statement that, had my analysis been sent to you in the first instance, it would have been inserted of course. This has the right ring, and is even going further in one direction than I should have asked or wished, for I cannot imagine you would insert any communication irrespective of its merits, but the qualification shows, at all events, that you have not rightly appreciated my complaint.* There is no necessary connection, that I can see, between a variation in a Chess Opening and a particular analysis of that variation. In sending my variation to your paper I expressly disclaimed criticism of my exposition of it, and stated that what I wished to give publicity to was the variation itself. A Chess variation is a matter about which a player who has an insight into the game can form his own opinion without seeing an analysis of it, and I wished the players of the metropolis to have the opportunity of doing so with mine. My analysis was intended not for them, but for sceptical editors, and this was expressly stated on the face of it. The *Glasgow Weekly Herald* has probably a larger circulation than the WESTMINSTER PAPERS, notwithstanding the prosperity about which I am delighted to hear you are able to boast, but I do not suppose it professes to have so large a circulation among Chess players in the metropolis or the country generally. However, you have decided that till Herr Zukertort has leisure formally to criticise my analysis, which was not meant for criticism, the variation cannot appear, so that possibly six months or six years hence the readers of the WESTMINSTER PAPERS may be gratified with the intelligence that a new variation of the Evans Gambit appeared in the *Glasgow Herald* in January 1875.

I fear I cannot bring home the charge of illiberality, of which I held this decision to be one of the illustrations, without violating the rule you have laid down, but I trust you will understand that this being merely a letter addressed to the editor you are not responsible for its contents. The sort of announcement I wished made was of this sort:—The *Glasgow Weekly Herald* of 2nd January and following dates contains an analysis of a new variation of the Evans Gambit, beginning after the first move of the Fraser attack (10 $\frac{\text{Q to Q R 4}}{\text{B to Q 2}}$). The move proposed is 11 B takes K B P, followed by 11 K takes B, 12 $\frac{\text{Kt to Kt 5 ch}}{\text{K to K or B sq}}$, 13 Q to Q B 4.

You and your contemporary, the *City of London Magazine*, have respectively bestowed on me from ten to twenty times the space necessary to make this announcement, without giving your readers a syllable of information what the bother was about.

GLASGOW, *22nd June* 1875. I am, Sir, yours faithfully, ROBT. MOFFATT.

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* In publishing this letter we have given Mr. Moffatt the opportunity he desired, of informing the Chess playing public that he had published in the *Glasgow Herald* an analysis of a new variation of the Evans Gambit, and, having done so, we are disposed to dismiss the matter without further comment. We desire to say, however, that in our remarks last month, we did not go so far as to say that we should publish any communication, irrespective of its merits. What we did say, we say again, that we are at all times ready to give publicity to expressions of opinion upon subjects generally interesting to Chess players.—ED.

WESTMINSTER CHESS CLUB PROBLEM TOURNEY.

PROBLEMS RECEIVED.

	Motto.	Name of Author.	Address.
1.	Toujours pret	Richard Babson, B.A.	Brighton.
2.	Pro Rege et Lege	H. E. Kidson	Liverpool.
3.	All intricate, yet each path plain to those who know the way	C. W. M. Dale	Westoe, South Shields.
4.	Die Wacht am Rhein	H. Kehde	London, W.
5.	Morgenrotti	Ditto	Ditto.
6.	Heads or tails	A. Cyril Pearson	Mitcham, Surrey.
7.	Look upon this picture and on this	J. W. Abbott	London.
8.	Ad unguem	Withdrawn by the Author	
9.	Sub hoc signo Vinces	H. W. Molson	Belfast.
10.	From afar	D. W. Clark	Barnaul, Siberia.
11.	Palmam qui meruit ferat	R. W. Johnson	Lancaster.
12.	Non quo sed quo modo	W. Coates	Cheltenham.
13.	Look before you leap	Frank Harper Bennett	London.
14.	Chess nuts	C. Callender	Newcastle-on-Tyne.
15.	Finis Coronat opus	H. J. C. Andrews	London.
16.	Errare humanum est	Paul Loquin	Bordeaux.
17.	Tempora mutantur	Jno. White	Ottawa, Canada.
18.	L'essere sta nell' avere	G. B. Valle	Spetzia, Italy
19.	Combine	Monsieur Duchâteau	à Rozoy-sur-Sesse
20.	Glückliche Reise!	J. Berger	Grätz.
21.	Perhaps a name	Conrad Bayer	Olmutz.
22.	Bicolor campus	George Szabo K. K. Hauptman	In Novska im Gradiskaner Grenadistrikte, Oesterreich.
23.	My house is my castle	Robert Braune	Czossfisan Kram, Oesterreich.
24.	A bird in the solitude	Vilhelm Nielsen	Copenhagen.
25.	Mes trois derniers	M. Grosdemange	La Neuse, France.
26.	Quid sum ego	Withdrawn by the author	
27.	Good is good, but better carries it	Charles White	Krikas, Bombay Presidency.
28.	Alhoa nui Germania	H. Schmidt	Honolulu, H. I.
29.	Adelaide	H. Charlick	Observer, Adelaide, South Australia.
30.	Nuvul Kurmunook	No name in sealed envelope.	

THE WESTMINSTER CHESS CLUB.

This Club, established in 1866, for the promotion of games of skill, ceases to exist on the 1st inst. Another instance of a Club in flourishing circumstances being broken up by one disagreeable member. We trust that this may prove a warning to Whist Clubs, or the persons having the election of members, never to admit a man not known to be clubable. A new Whist Club, by name the Junior Portland, is established at No. 4 Adelphi Terrace, with increased accommodation, and at the first meeting of the committee, held on Friday last, sufficient members were elected to cover the annual expenses. Whist players desiring to join can apply to the secretary. The entrance fee is £10 10s, and the subscription £5 5s; country members £3 3s and £2 2s. It is expected that the new Club will, in a very short time, rival in numbers the best of the London Whist Clubs. The Committee hope to keep intact the entrance fees, and, by and bye, to increase these entrance fees, in order that larger and more suitable premises may be taken later on.

We desire to ventilate a subject that is seldom or never mentioned in print. We were on the Committee of the old club, as we are on the new. Pending the discussion that took place as to the necessity of breaking up the Club, we were incessantly annoyed by having repeated to us statements alleged to have taken place in Committee which had not the shadow of foundation. Occasionally we heard a statement that had a tittle of foundation, on which was interwoven a beautiful series of illusions, as baseless as it was possible to conceive; and members of the pachydermatos breed came to us, and told us these stories, and questioned us thereon, apparently oblivious of the fact that our mouth was closed, and that we could not explain (if we wished to do so) what had taken place in Committee without committing a breach of trust. These men would go from one Committeeman to another, and, notwithstanding every hint, no matter how broad, they would go on with their stories, and assume, because they were heard in silence, that therefore their stories were true. We do not suppose that anything we can say will ever have any effect on such as these, but if younger

men hear of such doings they may think such things may be done without committing a breach of good manners. What is said and done in Committee is private, and cannot be divulged, except by official sanction, and through the Secretary, in proper form. Again, in the new Club, the election is by the Committee and by ballot. We have been pestered to death to vote for this man or that. Men come to us and say, So and So and So will vote for me, I hope you will. The ballot implies secrecy. How can we have secrecy if A knows that B, C and D will vote for him. A knows, if his name is refused, that E or F must have blackballed him, and E and F are therefore detested for life. We remonstrated against such a proceeding, and answered each man that canvassed us that we thought such conduct highly improper, and the mere fact of canvassing the Committee would, in our judgment, justify the member being blackballed. What is it that a Committeeman has to do? He should consider each candidate with an impartial and judicial eye. He ought not to think of friendship or kindness to himself. He should say, "is it for the good of the Club that this man should be elected or not?" and if, in his conscience, he comes to the conclusion that the man would do the Club harm, and, from feelings of kindness, or good nature, he still admits the member, then, in our judgment, the Committeeman is a poltroon and unfitted for his post. We do not know whether such things happen to other Committees, and we sincerely hope that such is not the case. If any one has anything to say why this man should be elected, and that man should not, the information should go to the Committee direct, and let all the members be on the same footing.

SOLUTIONS OF PROBLEMS.

No. 651.
See Problems Reviewed.

No. 652.

WHITE.	BLACK.
1 Kt to Q B 2	1 P takes Kt
2 Q to Q Kt 5	2 K moves
3 Q mates	

If 1 K moves
2 Q checks and Kt mates

No. 653.
See Problems Reviewed.

No. 654.

1 Kt to Q 4	1 B takes Kt
2 R to K 5	2 Aught
3 Mates accordingly	

If 1 Kt takes Kt

2 Q to Q 6 ch	2 K to B 6
3 Q takes R mate	

No. 655.

1 R to K Kt 5	1 Aught
2 Mates accordingly	

No. 656.

WHITE.	BLACK.
1 Q to Kt 6	1 K takes B
2 Kt to Q Kt 7	2 Anything
3 Q mates accordingly	

If 1 K takes Kt

2 Q to Q Kt sq	2 Anything
3 Q mates	

If 1 K to B 3

2 Q to Q 3	2 Anything
3 Q mates	

No. 657.

1 Kt to Q 4	1 K takes Kt
2 Q to Q B 3 ch	2 K takes Q
3 Kt mates	

If 1 B to Kt 3

2 Q to R 8 ch	2 P interposes
3 Q takes P mate	

No. 658.

1 Q to K 7	1 R takes Q
2 Kt to K 3 ch	2 K moves
3 B mates	

No. 659.
See Problems Reviewed.

No. 660.
See Problems Reviewed.

No. 661.
See Problems Reviewed.

No. 662.

WHITE.	BLACK.
1 Q to Q B sq	1 K to Q 4
2 B to Kt 2	2 K to K 5
3 Q to B 2 ch	3 K moves
4 Q or B mates accordingly	

If 1 P to K 3

2 B to Q R sq dis ch	2 K to Kt 6
3 Q to B 3 ch and mates next move	

If 1 P to K 5

2 B to K B 6	2 K moves
3 Q to B 3 ch and mates next move	

If 1 K to Kt 6

2 B to Q B 6	2 K to B 5
3 Q to R 3	3 Anything
4 Q to Kt 4 mate	

No. 663.

WHITE.	BLACK.
1 R to K 4 ch	1 B takes R
2 R to B 5 ch	2 Kt takes R
3 Kt to Q B 4 ch	3 P takes Kt
4 Q to Q Kt 2 ch	4 R or P interposes
5 Q to K R 2 mate	

If 2 B interposes

3 R takes B ch	3 Q takes R
4 Q to K R 8 ch	4 Aught
5 Q mates	

Solution of A. C. Pearson's problem.

1 Kt to Q B 5 ch	1 P takes Kt
2 Q to Q 7	2 P Queens
3 Kt to K B 4	3 Q takes Kt
4 R to K 3 ch	4 Aught
5 Q mates accordingly	

If 2 K takes R

3 Q to K B 5 ch	3 K takes P
4 Q to Q B 2 ch	4 K to K 8
5 Q to Q sq mate	

OUR PROBLEMS REVIEWED.

No. 651, by J. W. ABBOTT. — This problem admits of two solutions, as pointed out by W. Nash, R. W. Johnson and J. White. H. J. C. A. and J. A. Miles send the author's solution only.

No. 652, by G. E. BARBIER.—"Neat and pretty," H. J. C. A. —"Very pretty, but very easy," W. Nash.—"Pretty and well constructed, but not difficult." R. W. J.—"Only a puzzle and not much of one either," J. A. M. —"Rather neat, but easy," J. White.

No. 653, by C. A. Gilberg.—This problem admits of two solutions, as pointed out by H. J. C. A., W. Nash and J. White. R. W. J. sends the author's, and J. A. M. the superfluous solution.

No. 654, by T. TYRELL.—"Elegant and highly finished," H. J. C. A.—"A good and very correct problem," W. Nash. —"An ingenious problem, with one or two good variations. The first move is well concealed, and the leading idea is very pretty," R. W. J.—"A very good problem and difficult, with a small dual, however," J. White.

No. 655, by J. P. TAYLOR.—"The extra Bishop will, no doubt, be excommunicated by some critics, but, for my part, I prefer such heterodox brilliancy to the most orthodox dullness. The only fault of the problem is the duals, which, however, are condoned by the great beauty of the position," H. J. C. A.— "Very fair, although, by many, the church party may be thought too strong," W. Nash.—"Very easy, and, apparently, the production of a young hand. The two Bishops, on White squares, are quite a novelty," J. A. M.—"Scarcely a Chess problem, but a problem with Chess pieces, and that of a commonplace and easy description. I do not think such positions should be countenanced, as it will only tend to depreciate the quality of problems, for composers will naturally feel inclined to get over any difficulty that may present itself by adding an extra piece, as in this case," R. W. J.—"Too many Bishops rather spoil the broth," J. White.

No. 656, by H. J. C. ANDREWS.—"Elegant alike in idea and construction," W. Nash.—"Elegant and well constructed throughout all its variations, with very plausible methods of attack," R. W. J.—"A problem with which I can find no fault," J. White. J. A. M. is wrong, 1 P to K B 4 dis ch will not answer.

No. 657, by R. W. JOHNSON.—"Obvious and inaccurate; duals in reply to 5 moves of Black might have been prevented by the addition of a Black Pawn at K Kt 4," H. J. C. A.—"Very poor, and the dual in the main variation is unpardonable," W. Nash.—"Very poor," J. A. M.—"Rather easy, and has a bad dual in the main variation," J. White.

No. 658, by A. ROSENBAUM.—"Pretty, but palpable," H. J. C. A.—"Very good, and free from duals," W. Nash.— "The idea is good, but palpable, on account of the position of the piece," R. W. J.—"Possesses some pleasing points, rather easy, and contains a dual or two," J. White.

No. 659, by S. H. THOMAS.—This problem, unfortunately, does not admit of a solution, but the anthor has written, informing us of his intention of amending it, when we hope again to submit it to our reviewers.

No. 660, by VICTOR GORGIAS.—There is a solution in 3 moves to this problem, as pointed out by W. Nash and J. White.

No. 661, by J. MENZIES.—This problem is also incorrect,

having two solutions. H. J. C. A., W. Nash, and J. White send both, R. W. J. sends author's only.

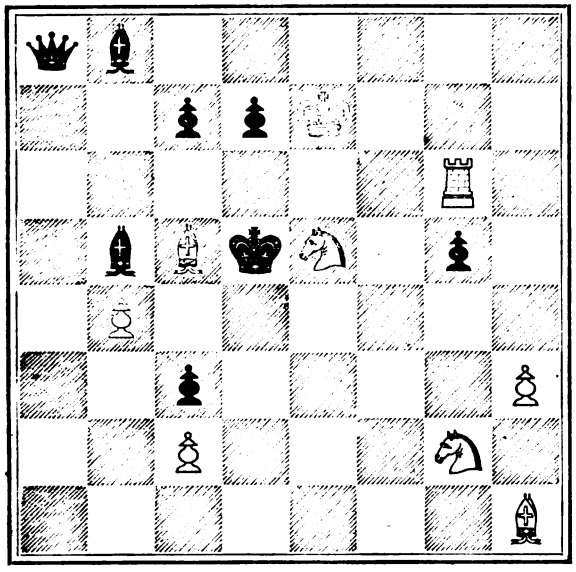
No. 662, by G. J. SLATER.—"A very fine and ably constructed problem. It puzzled me greatly," H. J. C. A.—"The best problem in the number," W. Nash.—"A capital problem of the first class," J. White.—"This is an excellent specimen of its class, being especially puzzling in the defence," R. W. J.

No. 663, by Dr. GOLD.—Very pretty and well constructed, although in the old fashioned style of D'Orville and his school," H. J. C. A.—"A succession of checks may form an interesting problem, but never a difficult one, although, sometimes, a solver may be thrown off his guard by the improbability of such an occurrence," W. Nash.—"The idea is well conceived, but all Black's moves are forced, and the value of the problem consequently lessened. The problem could not be difficult to construct, on that account alone, and I should say half a dozen such might be composed in the time taken over one like 656," R. W. J.—"A class of problem generally easy to solve, and the solution of this is too palpable. It is not quite perfect in construction either," J. White.

PROBLEMS.

PROBLEM No. 664.—By W. GRIMSHAW.

BLACK.

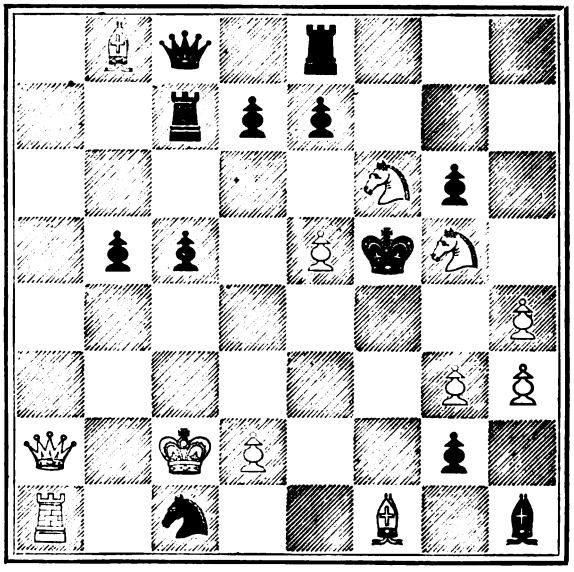


WHITE.

White to play and mate in three moves.

PROBLEM No. 665.—By W. GRIMSHAW.

BLACK.

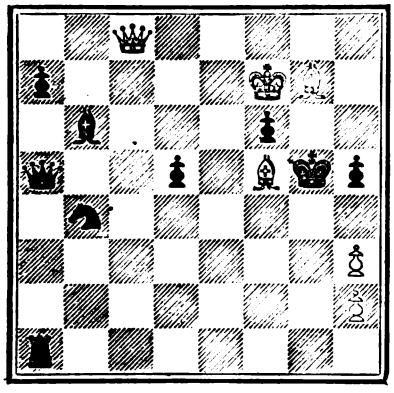


WHITE.

White to play and mate in four moves.

No. 666.—By W. GRIMSHAW.

BLACK.

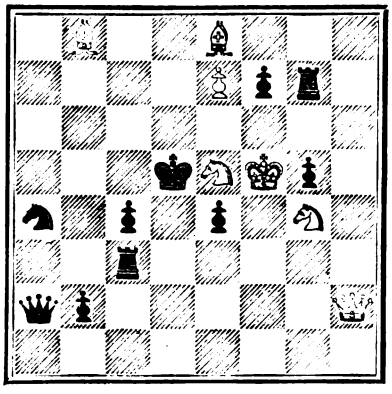


WHITE.

White to play and mate in four moves.

No. 667.—By W. GRIMSHAW.

BLACK.



WHITE.

White to play and mate in three moves.

No. 668.—By W. GRIMSHAW.

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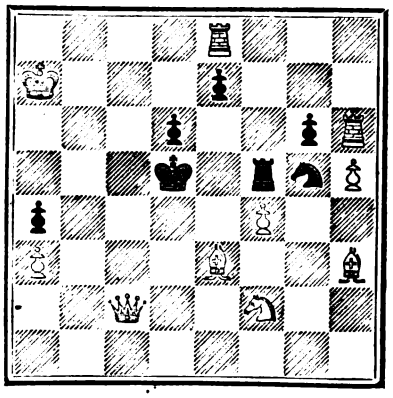

WHITE.

White to play and mate in two moves.

PROBLEMS.

No. 669.—By J. P. Taylor, of Dalston.

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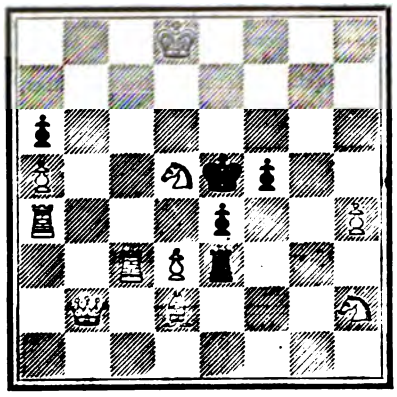

WHITE.

White to play and mate in two moves.

No. 670.—By Charles A. Gilberg.

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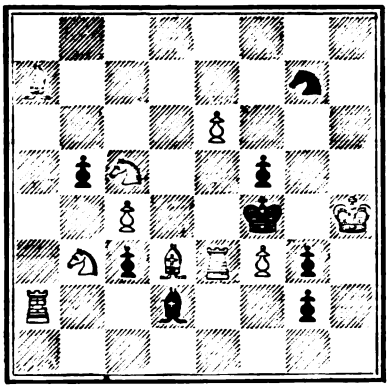

WHITE.

White to play and mate in three moves.

No. 671.—By A. Cyril Pearson.

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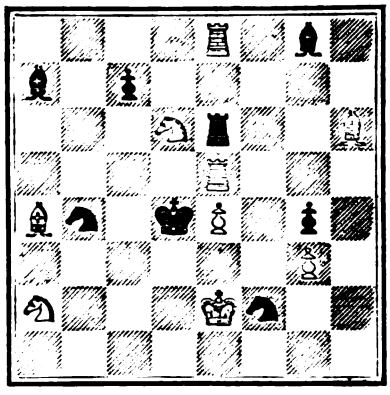

WHITE.

White to play and mate in three moves.

No. 672.—By J. Pierce, M.A.

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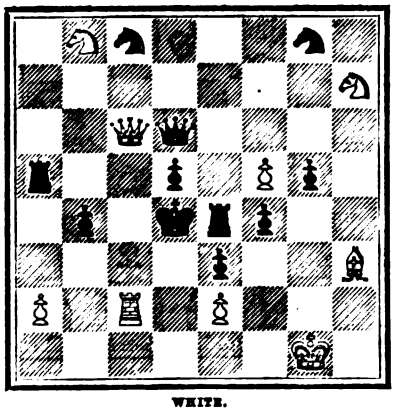

WHITE.

White to play and mate in three moves.

No. 673.—By J. Scott.

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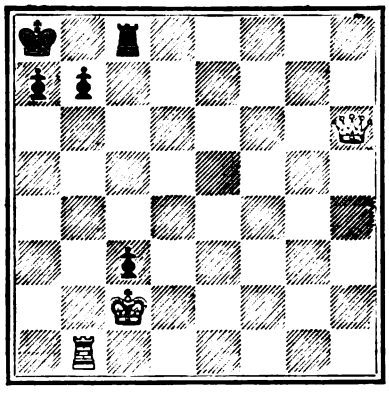

WHITE.

White to play and mate in three moves.

No. 674.—By George J. Slater, Bolton.

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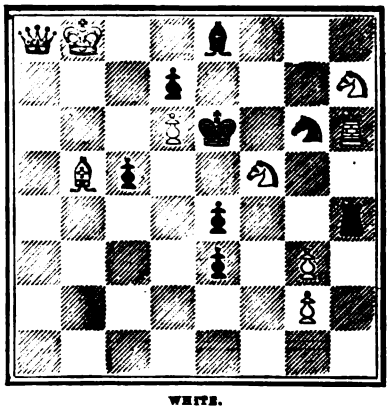


WHITE.

White to play and mate in three moves.

No. 675.—By D. Clark, Barnaul, Siberia.

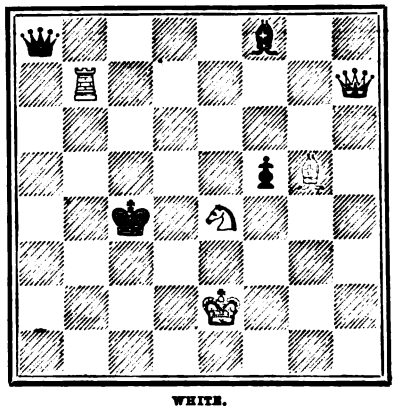
BLACK.

WHITE.

White to play and compel self mate in five moves.

No. 676.—By Dr. Gold.

BLACK.



WHITE.

White to play and compel self mate in five moves.

No. 677.—By Wm. S. Pavitt.

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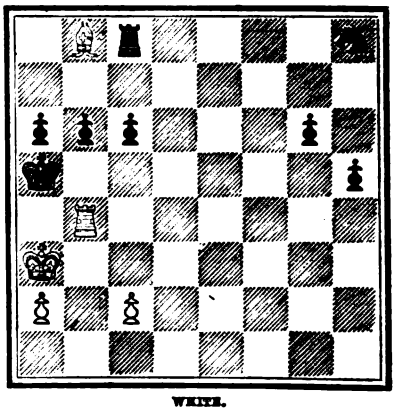


WHITE.

White to play and draw.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 296.

Played on the 17th June 1875, at the house of Mr. J. Eckles.

Scotch Game.

White. J. H. BLACKBURNE and J. H. ZUKERTORT.	Black. W. N. POTTER, and W. STEINITZ.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 Kt to B 3 (a)
5 Kt takes Kt (b)	5 Kt P takes Kt
6 B to Q 3	6 P to Q 4
7 Q to K 2 (c)	7 B to K 2
8 Castles	8 Castles
9 B to K B 4 (d)	9 R to Kt sq (e)
10 Kt to Q 2 (f)	10 R to K sq (g)
11 P to K 5	11 B to B sq (h)
12 Kt to Kt 3	12 Kt to Q 2
13 B to Kt 3	13 P to Q B 4
14 P to Q B 4	14 P to Q 5
15 P to K B 4 (i)	15 R to Kt 3
16 Q R to K sq	16 Kt to Kt sq
17 Q to Q B 2	17 P to Kt 3
18 Kt to Q 3	18 P to B 4 (k)
19 P takes P en pass	19 R takes R
20 B takes R (l)	20 Q takes P
21 Kt to K 4	21 Q to K 2
22 Kt to Kt 3	22 Kt to B 3
23 P to Q R 3	23 B to K Kt 2 (m)
24 B to Q 2	24 B to Q 2
25 R to K sq	25 Q to B sq
26 P to Q Kt 4 (n)	26 P takes P (o)
27 P to B 5	27 R to Kt sq
28 P takes P	28 R to K sq (p)
29 R takes R	29 B takes R (q)
30 P to Kt 5	30 Kt to Q sq (r)
31 Q to R 2 ch	31 K to R sq
32 Q takes P	32 Kt to K 5
33 P to Kt 6	33 Q takes Q B P (s)
34 Q to R 8	34 Q takes P
35 Q takes B ch	35 Kt to B sq
36 Q to B 7	36 Kt to K 3
37 P to B 5 (t)	37 P takes P
38 Kt takes P	Resign.

(a) 4 Q to R 5 (as played in the London-Vienna match), 4 B to B 4, and 4 Kt takes Kt, followed up by 5 Kt to K 2 and 6 Kt to Q B 3, are here the usual continuations. The move in the text is a novelty, and not a bad one, I think.

(b) The best reply: 5 B to K Kt 5 would be met by 5 P to K R 3, and 5 Kt to Q B 3 by 5 B to Kt 5.

(c) The best rejoinder; P to K 5 must be postponed as long as possible.

(d) The proper course to proceed with the development. The Q Kt can now be posted at Q 2 or B 3, according to circumstances, without blocking the Bishop, and the latter will protect at B 4 the K P if advanced to K 5.

(e) Premature, as it does not prevent the further development of White's forces, whilst it deprives Black of a counter attack. (See note h.)

(f) 10 P to Q Kt 3 would be bad on account of

	10 P takes P
11 B takes P	11 Kt takes B
12 Q takes Kt	12 B to B 3
13 B to K 5	13 Q to K 2
14 R to K sq	14 R to K sq
15 P to K B 4	15 Q to B 4 ch
16 K to R sq	16 B takes B
17 P takes B	17 P to B 3

(g) If 10 R takes P, 11 Kt to Kt 3, winning the exchange. Very unfavourable for Black would be

	10 P takes P
11 Kt takes P	11 R takes P

If 11 R to K sq, 12 Q R to Q sq.

12 Q R to Q sq	12 Q to K sq
13 B to K 5	13 R to Kt 5

[If 13 R takes R P, 14 Kt takes Kt ch, 14 B takes Kt, 15 Q to K 4, winning a piece, or 14 P takes Kt, 15 B takes K B P, 15 B takes B, 16 Q to R 5, forcing the mate.]

14 B takes Kt	14 B takes B
15 Kt takes B ch	15 P takes B
16 Q to R 5	16 P to K B 4
17 K R to K sq	17 R to K 5
18 B takes R	18 P takes B
19 Q to Kt 5 ch	19 K to R sq
20 Q to B 6 ch	20 K to Kt sq
21 R to K 3, &c.	

(h) The position of Black's Q R now prevents the otherwise effective move B to Q 3. If 11 B to B 4, 12 Kt to Kt 3, 12 B to Kt 3, 13 B to K Kt 5.

(i) 15 Kt to R 5 would be met by 15 R to Kt 3, and if 16 Q to K 4, 16 P to Kt 3, 17 Kt to B 6, 17 B to Q Kt 2.

(k) Black must prevent the White Knight from occupying K 4, and B to Q Kt 2 would be met by P to B 5.

(l) White take with the Bishop, intending to post the Kt at K Kt 3—see White's 21st and 22nd moves.

(m) Black's best chance was here to force the end game, by giving up the exchange:

	23 Q to K 6 ch
24 K to R sq	24 R takes P
25 Q takes R	25 Q takes B

This continuation was at the time of the game undervalued by both parties; but Black would, I think, still have to fight for a draw. The position is too complicated to admit here a thorough analysis: the following variation is one of the most likely continuations:

26 Q to Kt 5	26 B to Q 3
27 Q to Kt 7	27 Q takes B P
28 Q takes B P	28 Q to Q 4
29 P to B 5	29 B takes P

[If 29 P takes P, 30 Kt to R 5, 30 B to Kt 2 (30 B to K 2, 31 Q to Kt 3 ch), 31 B to Q 2, with a fine attack.]

30 Kt takes B	30 P takes Kt
31 B to Q 2	31 P to B 5
32 B to Kt 5	32 P to B 6
33 Q to B 8	

Threatening B to R 6, or R or Q takes P.

(n) A happy rejoinder, which gives White the superiority against any reply. White get rid of the only weak point in their position.

(o) The move in the text provides the opponents with an easily won game, but neither 26 K to R sq, nor 26 P to Q R 3 would equalise matters—*e g.*—

	26 K to R sq
27 P to Kt 5	27 Kt to K 2

(If 27 Kt to Q sq, 28 B to R 5, 28 R to Kt 2, 29 B to K 4)

28 B to R 5	28 R to Kt 2
29 Q to K 2	29 Kt to B 4
30 Kt takes Kt	30 B takes Kt
31 B takes B	31 Q takes B
32 Q to K 8 ch	32 Q to B sq
33 Q to Q 7	33 R to Kt sq
34 B takes P	34 R to B sq
35 B to Q 6, etc.	

or

	26 P to Q R 3
27 P to Kt 5	27 P takes P
28 P takes P	28 Kt to R 2

29 P to R 4 followed up by 30 B to R 5.

Better still than 27 P to Kt 5 would be:

27 Kt to K 4	27 P takes P
28 P to B 5	28 R to Kt sq
29 P takes P	29 K to R sq

If 29 Kt takes P, 30 Q to Kt 3 ch, 30 K to R sq, 31 B takes Kt, 31 P to Q R 4, 32 Q to Q 5.

30 R to Kt sq	30 R to R sq
31 Q to R 2	

Attacking the Pawn, and threatening 32 Kt to Kt 5.

	31 B to B 4
32 Q to Q 5	32 Kt to K 2
33 Q to Kt 7	33 Q to Q B sq

If 33 P to B 3, 34 R to K sq.

34 Q takes Q	34 R takes Q
35 R to R sq	35 R to R sq
36 P to Kt 5, &c.	

(p) If 28 K to R sq, White proceed with:

29 P to Kt 5	29 Kt to Q sq
30 P to B 6	30 B to K 3
31 Q to R 4	31 R to R sq
32 P to Kt 6	32 Q to B 4

33 Q to Q 3 would be equally met by

33 P to Kt 7	33 R to Kt sq
34 R to Q B sq	34 Q to Kt 3
35 B to R 5	35 Q to Kt 7
36 R to Kt sq	36 Q to R 7
37 Q takes Q	37 B takes Q
38 B takes P	38 B takes R
39 B takes Kt!	

Queening in two more moves.

(q) If 29 Q takes R, 30 P to Kt 5, 30 Kt to K 2, 31 Q to R 2 ch, 31 K to R sq, 32 P to B 6 and 33 Q takes P.

(r) 30 Kt to K 2 was a little better.

(s) If 33 Kt takes K B P, White win by

34 P to Kt 7	34 Kt takes B
35 P to Kt 8 queening	35 Q to B 7 ch
36 K to R sq	

If 33 Kt takes Q B P, White's best continuation is:

34 P takes P	34 B to Q 2
35 B to Q Kt 4	

(t) This advance which was threatened since White's fifteenth move takes place at last, forcing the game.

The time limit was 12 moves an hour, with 20 minutes' grace once during the game. White took nearly three hours, Black nearly four.

GAME 297.

Vienna Game.

Played on the 9th June, in the Annual Blindfold Match, at the City of London Chess Club with nine other games.

White. E. VYNE.	Black. J. H. ZUKERTORT, blindfold.
1 P to K 4	1 P to K 4
2 Kt to Q B 3	2 Kt to Q B 3
3 P to B 4	3 P takes P
4 Kt to B 3	4 P to K Kt 4
5 P to Q 4	5 B to Kt 2
6 P to K 5	6 P to Q 4
7 B to Kt 5	7 P to Kt 5 (a)
8 B takes P	8 P takes Kt
9 Q takes P	9 B to K 3
10 Castles K R	10 Q to Q 2
11 B to K Kt 5	11 K Kt to K 2
12 Kt to K 2	12 Castles Q R
13 Q to Q R 3	13 B to B sq (b)
14 P to Q Kt 4	14 R to K sq
15 Kt to B 4	15 P to K R 3 (c)
16 B to B 6	16 R to Kt sq
17 Q to Q Kt 3	17 Kt to B 4
18 P to B 3	18 Kt to K 6
19 R to B 2	19 Kt to Kt 5
20 Kt to Q 3	20 B to K B 4 (d)
21 R to Kt 2	21 B takes Kt
22 B takes B	22 Kt takes B
23 P takes Kt	23 B to Q 3
24 Q to B 2	24 Kt to Q sq
25 R to K B sq	25 P to B 3
26 P to Kt 5	26 P to B 4
27 R frm Kt 2 to Kt sq	27 Q to B 2
28 B to R 7 (e)	28 B takes P ch
29 K to R sq	29 R to Kt 4
Resigns.	

(a) Black can now safely choose a Music variation, as his Q P is already played, and White's King's Bishop comparatively out of action.

(b) The right rejoinder: protecting the attacked piece, and opening the Knight's file for the Rook.

(c) Black's game requires, notwithstanding the piece ahead, the utmost care in conducting it, on account of its cramped position. The move in the text compels the adverse Bishop, either to occupy the square B 6, where White intended to post his Knight, or to retire the Bishop to R 4. In the latter case, Black replies with advantage Kt to B 4.

(d) Better than to capture the exchange, as Black's pieces would then still remain out of action.

(e) There is nothing to be done. If 28 P to K R 3, Black proceeds with 28 P takes P, 29 R from B sq to Q B sq, 29 P takes P, 30 Q to Kt 3, 30 B to B 4 ch, and 31 P to Q 5.

WHIST.

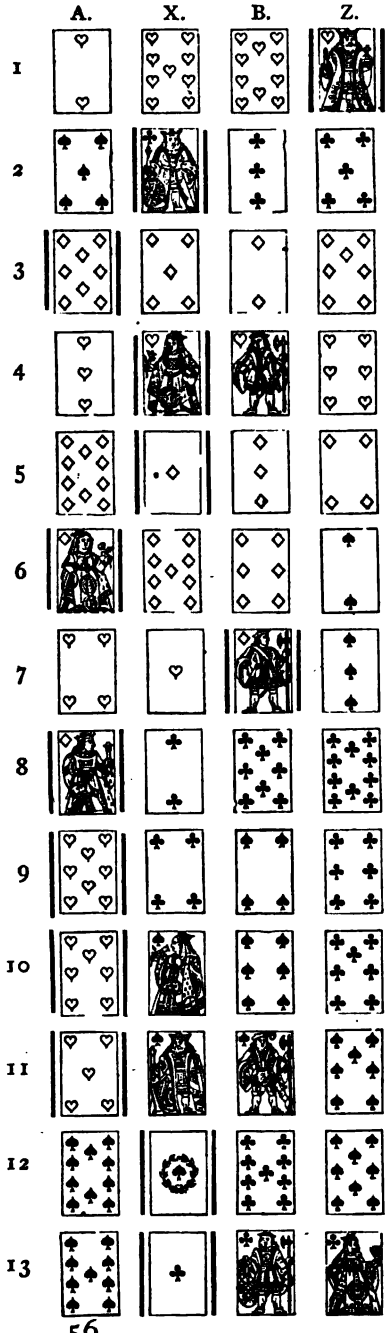
A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 216.

Played at the Russel Whist Club.

A's hand—Spade 10, 9, 5; Diamond King, Queen, 10, 7; Heart 8, 7, 5, 4, 3. 2.

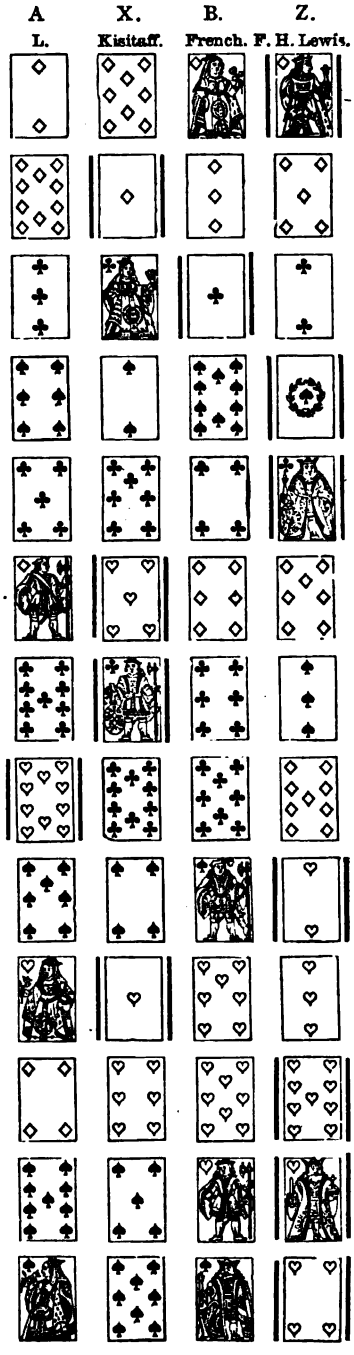
Score 2 all. Z turns up Diamond 4.



HAND No. 217.

Score love all.

Z turns up Heart King.

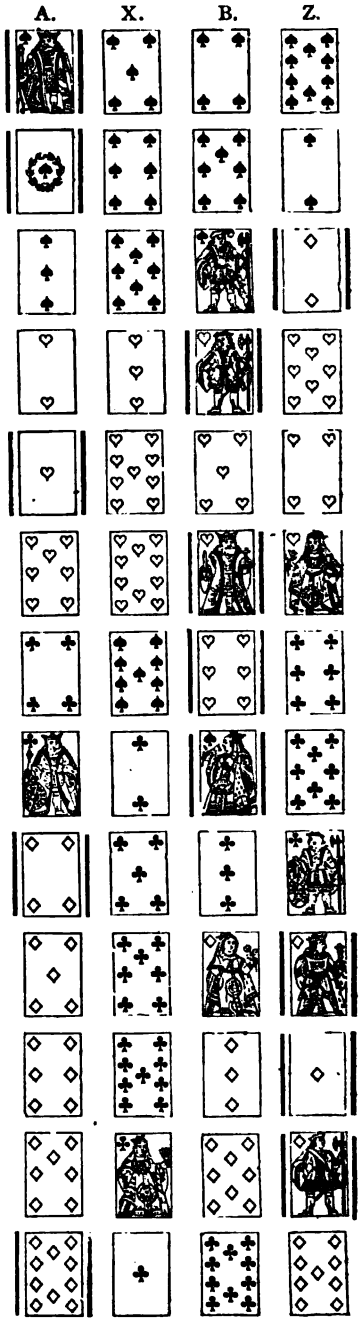


HAND No. 218.

Z's hand—Diamond Ace, King, Knave, 9. 2; Club Knave, 8, 6; Heart Queen, 8, 4; Spade 10, 2.

Score 2 all.

Diamonds Trumps.



NOTES TO HAND No. 213.

PUBLISHED IN THE LAST NUMBER OF THE WESTMINSTER PAPERS.

Without any desire of criticising the play, though erratic in one or two instances, but deserving praiseworthy and elaborate comment as far as X is concerned, I am anxious to draw the attention of scientific Whist players to the original lead here of trumps, apparently simply because they were the best suit. Had the strongest plain one, *i.e.* diamonds, been led instead, assuming the hands all round to have been played in the usual and proper way, A and B would not have lost the game, for Z, after winning with the diamond Ace, would have led a small trump, to which A would have been bound to play his lowest, and X his Ace, and A and B must thus have made, in the position in which they were placed, their Heart King and King and Queen of trumps. Although acknowledged authorities have often laid down the doctrine, that trumps may, or even ought to be occasionally led, on the above mentioned ground only, I have never yet seen in any of the treatises, or numerous articles on Whist I have come across, any leading rules for our guidance on this head, and for those wishful to ascertain by an inductive process what combination of cards justify or demand a lead of this character, this hand is well worth being recorded. According to my idea, A was much too weak in the plain suits to venture on such a lead, but there was quite sufficient strength, both in trumps and the other suits, in the very next Hand, No. 214, that would have made it not only justifiable, but even incumbent on A to commence the game with a low trump as being the best suit, if the Knave had not been turned up against him by the fourth hand. Of course I lay out of consideration throughout these observations *great* strength in trumps—which are then led upon grounds peculiar to this suit.—E. J., Gordon Square.

HAND 216.

NOTES BY E. J.—Trick 1.—The orthodox lead. Trick 2.—The discard of A showed he had some strength in trumps. X, with his magnificent hand, properly led a small trump; at the conclusion of this trick, two by honours were declared against him, so that he ought to have reckoned the adversaries at the score of four. Trick 6.—The lead of the trump here lost X and Z the game. At the end of the previous trick, it being clear his partner had no more trumps (for at trick 3, Z putting on the 7, third hand, could not have the 6), X could not resist the temptation of drawing two trumps for one, evidently under the impression that by this means he would make the greatest number of tricks in the plain suits, and doubtless having present to his mind the old maxim, "with a fine hand trump out." But he was little aware he was playing the adversaries' game in the only way they could win it. He was instrumental in a double process that was unobtrusively working against him. First he kept putting the lead into A's hand, which enabled him to continue his long poor suit, and thus indirectly assisted him in establishing it. Second—By persisting in playing out three rounds of trumps, he left the last two in A and B's hands, enabling the latter to ruff the third round of Hearts, which cleared his partner's suit, and leaving A with the long trump to bring it in. The following observations of the late Mr. Clay, in his Whist treatise, are very applicable to this case:—"No mistake is more common or more fatal, than that, having seen with good reason, at the outset of a hand, the promise of a great score, the player does not yield soon enough to indications that that promise was fallacious, but obstinately pursues his first idea." When X found great strength of trumps against him after the first round, he should have desisted from playing them, and proceeded to make all the winning cards he could in his own and partner's suits, forcing the strong hand, keeping the command of his adversaries' suit as long as he could, and refusing the force on the Hearts after the third round. Had he thus played, he would have made the odd trick, and so saved the game. Thus A, with but four trumps, no card of re-entry in the plain suits, with the command of three rounds in his suit against him, which was headed in his own hand by the 8 only, actually succeeded in making three tricks in them.—[Trick 3.—We should not have led trump.—ED.]

HAND 217.

NOTES.—Trick 2.—Z prefers the chance of forcing X to leading trump. Trick 4.—B would have done better to give the third Diamond, it might then have been difficult for Z to discard the Spade; Z, by putting on Spade Ace, makes the discard a certainty, always assuming B to have a third Diamond. Trick 8.—It is clear, by discard of best Diamond by Z, that his five remaining cards are trumps. Trick 9.—The lead here should have been the thirteenth Diamond, then if X trump, B passes, and B must be led up to, as after X plays Heart Ace, Z must be forced on a Spade, but in the event contemplated it would have been very weak play in X to trump.

HAND 218.

NOTES.—Trick 2.—A would have led a trump here, but was intimidated by the fall of the ten. Query? as a rule is it advisable to signal at all when, in all probability, the adversary has the next lead? Trick 7.—Awkward lead. B is uncertain where the nine of Spades is, and gives his partner (a good player) the opportunity of doing what he likes. Trick 13.—It being the third game of the rubber, X who had cut Z four times running went home to bed. When I saw Z two days after, he was still under the impression he could play Whist, and at large. [We see no reason for Z's Blue Peter. Trick 4.—Why the 8? Trick 8.—What is the use of passing winning cards? Are discards no longer of any consequence?—ED.]

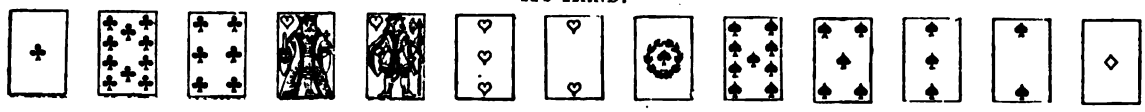
PEMBRIDGE CLUB.—I enclose you one of the prettiest specimens of bumble-puppy I have met for some time. I am happy to inform you that the perpetrator is a member of the Westminster Chess Club, though petering, and not leading trumps when you get the lead, is quite a popular mode of play here.

[The Blue Peter epidemic increases in intensity every day. We do not know where this is to end, but the peculiar form of the disease pointed out by our correspondent is one of the most impertinent things we have to put up with at Whist. The player tells us to sacrifice our hand because he wants trumps out, probably for the sake of a finesse, and yet when he gets in he does not feel strong enough to leads trumps himself. It is high time that we came to some understanding about the signal. We never thought the wretched abortion could be put an end to, but now the Blue Peter maniacs seem to force us to refuse to play trumps when they ask for them. We are nearly in the same position as regards the lead that we are in when we play with a man who only leads trumps when he has a singleton.—ED. WESTMINSTER PAPERS.]

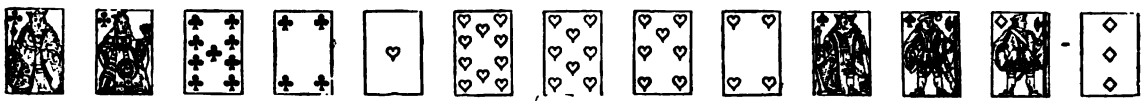
No. 112.—DOUBLE DUMMY PROBLEM.

By Mr. F. H. Lewis.

A's Hand.



X's Hand.



B's Hand.

Z's Hand.

Diamonds trumps. A to lead, and A and B to make two by cards.

SOLUTION TO DOUBLE DUMMY PROBLEM, No. 111.

1. A leads Club King; won by X.
2. X leads Diamond 7; won by Z.
3. Z leads Heart 4; won by X.
4. X leads Diamond 8; won by Z.
5. Z leads Heart Queen; won by Z.
6. Z leads Heart Ace; won by Z.
7. Z leads Heart 5; A trumps with Club Queen; won by A.*
8. A leads Club 9; won by X.
9. X leads Club 8; A discards Spade Queen; won by X.
10. X leads Spade 10; won by A.†
11. A leads Diamond Ace; won by A.
12. A leads Diamond 6; won by X.
13. X leads Spade Ace; won by X.

Notes.

* This is forced, otherwise the trumps are divided, and X and Z easily make ten tricks.

† If X leads Spade Ace, A and B make four tricks, Club Queen and two Spades and a Diamond, or Club Queen and three Diamonds.

Correct solutions received from E. J., Beta, Thatched House, Bessie, G. B. Fraser, Brighton Club, G. (Cheltenham), John Davidson, Melrose, Lex, Gambetta, T. R. H., Hob, M. D., June, Delta and R. C. L. All others wrong. Mr. Lewis awards the prize for the best solution to Beta.

CAVENDISH'S WHIST HANDS.

(Continued from p. 40.)

21. This hand, apparently "made" (for it is not usual to win two by cards against King, Queen, Knave, ten, six, five of trumps in one hand, and nine, eight, seven in another) to illustrate the sort of *coup* (refusing to overtrump) for which, says Cavendish, "no rule can be laid down in a book." The play is successful, and success always hides a multitude of sins at Whist. If your readers will refer to the Westminster Papers for May, Hand No. 212, trick 4, they will find a much simpler, and therefore better, illustration of this important principle.

22. Refusing to overtrump. A has 8 Hearts, the odds against such a hand are 77·000 to 1. Trick 2.—Z has played a high Heart; it is immaterial to B whether he trumps with the 3 or the lowest of his sequence, the 6. Why not the latter? Trick 4.—A has only 3 trumps, why not, therefore, trump the doubtful Diamond? the game is very much against him, and he is playing for the odd trick. Trick 5.—B is evidently under the impression, from his partner's refusal to trump the doubtful card in the previous trick, that he is strong, and

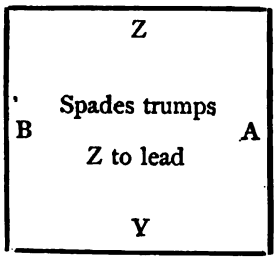
leads his best; this is the only reason I can give for his rashness. 6.—A ought to force out the winning Heart before parting with the command in trumps. 7.—Very good, the point of the hand, refusing to overtrump. It appears to me, however, that we have now arrived at a stage where we ought to expect superior play to win against superior cards. In the present instance Z Y can win the odd trick, no matter how A B play, even if the cards were face upwards.

23. A third illustration of refusing to overtrump "from actual playing." The point of the hand occurs at the 10th trick. A can place the cards as follows :—

Score: A B require 2 more tricks; Z Y require 3 more.

6, 8, of Diamonds,
and 2 Trumps.

Queen, Knave of Clubs, and 2 trumps,
or
1 trump and the winning Heart.



2, 3, 4, Spades
9, Clubs.

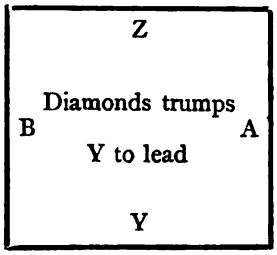
3 Hearts and 1 trump,
or 2 Hearts and 2 trumps.
Most probably the former.

Z leads the winning Diamond, which A trumps, Y refuses to overtrump, because he finds if he has the lead he loses the game. A's play, however, is execrable. He only wants two more tricks for game, and by discarding a Club, if his partner can make one, he is certain of the other. Anyhow, it is simple madness for A to trump with the deuce. Cavendish asks if, at trick 5, Y should not lead a trump? I hardly think he ought. Clubs and Diamonds are already declared against him, and he knows nothing about the position of the King, Queen, Knave, 10 of Hearts.

24. This hand deserves very careful study—it is from actual play—four by cards are made against two by honours. It also shows how much information, in certain cases, can be obtained by leading the lowest but one of a suit containing five or more. At the end of the 4th trick Y can place the cards as follows :—

The winning Club.
Doubtful Hearts: no trumps.

King and other Spades,
No trumps,
Doubtful Hearts.



At *least* 3 Spades
Queen, 9 of Diamonds
At *most* 2 Hearts.

Ace, King, Queen, 10, 2 of Hearts.
King, 10 of Diamonds.

A B require only one trick for game. The only way to prevent this trick being made, is for Y to throw the lead into his partner's hand, and the only way he can do this is to play the smallest Heart. The *coup* is successful. Z wins the trick with the 9, and thus brings in the Clubs. A is now completely at the mercy of an enemy who will give no quarter. Cavendish says, "*if A makes the mistake of trumping it.*" Whether A trumps or not, makes not the slighest difference.

25. A B have 9 trumps—3 honours—7 of which are in one hand, and yet they lose the odd trick. The fact is, that the Hand is expressly "*made*" to illustrate the method of playing the desperate game described at page 119, and, says Cavendish, "A plays well throughout, but he cannot prevent the result." I differ from him. At trick 7, he ought to have led a trump to force a discard from the adversaries, on the principle of the *Vienna coup*. Leading the King of Hearts is very bad, for if led up to in that suit he must make game. He had better continue the Diamond.

W. B.

(To be continued.)

ECARTÉ.

At Ecarté it is of the utmost importance to know on what hands to propose. The odds against various hands have never, hitherto, been calculated with exactness, probably owing to the great labour of doing so. As the game is becoming popular in England, we have thought it worth while to make the calculations, and now give the results in all cases where the first hand (the leader) should play without proposing. The usual rule is to play when there is 2 to 1 in the leader's favour, and this is quite correct, except in those cases where he would have to give his adversary probably more cards than he could take himself. In such cases the hand should be risked when the odds are a little less than 2 to 1. These hands, with the odds in the leader's favour, are given in the following tables.

When we have completed the hands in which the leader should not propose we will give those in which the dealer should not accept. The calculations are quite different.

The general principles of discarding are to keep trumps and Kings only, and to throw away the rest.

With three trumps lead one. Lead generally from guarded suits in preference to single cards. An exception is pointed out in one of the following hands. Lead the best of the suit. If the third trick is the first you have made, and you are left with a trump and another card, lead the trump. If you have two tricks up, lead the plain card.

The contractions used in the tables are as follows :—

L means leader	A means any plain suit
D means dealer	B means any other plain suit
T means trump	C means the third plain suit

Winning card means a card in any plain suit better than the best in the exposed hand, though it may not actually win. Low A or B or C means a losing card in the suits respectively.

After trump is turned, and the player's hand seen, there remain 26 out of the 32 original cards unknown. These 26 cards may be combined in $\frac{26 \cdot 25 \cdot 24 \cdot 23 \cdot 22}{2 \cdot 3 \cdot 4 \cdot 5} = 65{,}780$ ways in hands of five cards. Therefore it will be seen that in the following calculations the number of hands won by L, added to those won by D, comes to this number. We found the only way to avoid error was to calculate both sides. Some of the possible hands for D, in which he is made to lose, he might win if he knew the contents of the leader's hand. We have always supposed him to play in the best way, taking it for granted he is ignorant of all that he should not know.

The first table contains the number of hands in which D will hold a given number of cards out of a named number. This table is referred to in the calculations.

Table showing number of hands with from none to five out of from one to eight cards named out of 26 unknown.

Number of hands with	Out of one named card	Out of two named cards	Out of three named cards	Out of four named cards	Out of five named cards	Out of six named cards	Out of seven named cards	Out of eight named cards
Not any	53,130	42,504	33,649	26,334	20,349	15,504	11,628	8,568
One	12,650	21,252	26,565	29,260	29,925	29,070	27,132	24,480
Two		2,024	5,313	9,240	13,300	17,100	20,349	22,848
Three			253	924	2,100	3,800	5,985	8,568
Four				22	105	300	665	1,260
Five					1	6	21	56
	65,780	65,780	65,780	65,780	65,780	65,780	65,780	65,780

I.—Three trumps, any other two cards. Case calculated 7 8 9 T, 7 A, 7 B. Leads T 9.

Possible hands for D		L wins No. of hands	D wins No. of hands
Three or more trumps	See table		946
2 T 3 A	$\binom{4\cdot3}{2} \times \binom{7\cdot6\cdot5}{2\cdot3}$		210
2 T 2 A 1 B C	$\binom{4\cdot3}{2} \times \binom{7\cdot6}{2} \times 15$		1,890
2 T 1 A 2 B C	$\binom{4\cdot3}{2} \times 7 \times \binom{15\cdot14}{2}$		4,410
2 T 3 B	$\binom{4\cdot3}{2} \times \binom{7\cdot6\cdot5}{2\cdot3}$		210
2 T 2 B 1 C	$\binom{4\cdot3}{2} \times \binom{7\cdot6}{2} \times 8$		1,008
2 T 1 B 2 C	$\binom{4\cdot3}{2} \times 7 \times \binom{8\cdot7}{2}$		1,176
2 T 3 C	$\binom{4\cdot3}{2} \times \binom{8\cdot7\cdot6}{2\cdot3}$	336	
1 T 4 A	$4 \times \binom{7\cdot6\cdot5\cdot4}{2\cdot3\cdot4}$	140	
1 T 3 A 1 B	$4 \times \binom{7\cdot6\cdot5}{2\cdot3} \times 7$		980
60			

1 T 3 A 1 C	$4 \times \frac{7\cdot6\cdot5}{2\cdot3} \times 8$	1,120	
1 T 2 A 2 B	$4 \times \frac{7\cdot6}{2} \times \frac{7\cdot6}{2}$		1,764
1 T 2 A 1 B 1 C*	$4 \times \frac{7\cdot6}{2} \times 8 \times 7$	2,352	2,352
1 T 2 A 2 C	$4 \times \frac{7\cdot6}{2} \times \frac{8\cdot7}{2}$	2,352	
1 T 1 A 3 B	$4 \times 7 \times \frac{7\cdot6\cdot5}{2\cdot3}$		980
1 T 1 A 2 B 1 C*	$4 \times 7 \times \frac{7\cdot6}{2} \times 8$	2,352	2,352
1 T 1 A 1 B 2 C	$4 \times 7 \times 7 \times \frac{8\cdot7}{2}$		5,488
1 T 1 A 3 C	$4 \times 7 \times \frac{8\cdot7\cdot6}{2\cdot3}$	1,568	
1 T 4 B C	$4 \times \frac{15\cdot14\cdot13\cdot12}{2\cdot3\cdot4}$	5,460	
No trump	See table	26,334	
		42,014	23,766

* In these hands the dealer must discard at random when L leads trump on the fourth trick. The chances, being equal, are divided between the two.

II.—Two trumps and three of one suit. Case calculated 7 8 T, 7 8 9 A. Leads 9 A.

Possible hands for D		L wins No. of hands	D wins No. of hands
Three or more trumps	See table		2,206.
2 T 3 A	$\frac{5\cdot4}{2} \times \frac{5\cdot4\cdot3}{2\cdot3}$		100
2 T 2 A 1 B C	$\frac{5\cdot4}{2} \times \frac{5\cdot4}{2} \times 16$		1,600
2 T 1 A 2 B C	$\frac{5\cdot4}{2} \times 5 \times \frac{16\cdot15}{2}$		6,000
2 T no A 3 B C	$\frac{5\cdot4}{2} \times \frac{16\cdot15\cdot14}{2\cdot3}$	5,600	
1 T 4 A	$5 \times \frac{5\cdot4\cdot3\cdot2}{2\cdot3\cdot4}$		25
1 T 3 A 1 B C	$5 \times \frac{5\cdot4\cdot3}{2\cdot3} \times 16$		800
1 T 2 A 2 B C	$5 \times \frac{5\cdot4}{2} \times \frac{16\cdot15}{2}$		6,000
1 T 1 A 3 B C	$5 \times 5 \times \frac{16\cdot15\cdot14}{2\cdot3}$	14,000	
1 T 4 B C	$5 \times \frac{16\cdot15\cdot14\cdot13}{2\cdot3\cdot4}$	9,100	
5 A	$\frac{5\cdot4\cdot3\cdot2\cdot1}{2\cdot3\cdot4\cdot5}$		1
4 A 1 B C	$\frac{5\cdot4\cdot3\cdot2}{2\cdot3\cdot4} \times 16$		80
3 A 2 B C	$\frac{5\cdot4\cdot3}{2\cdot3} \times \frac{16\cdot15}{2}$		1,200
2 A 3 B C	$\frac{5\cdot4}{2} \times \frac{16\cdot15\cdot14}{2\cdot3}$	5,600	
1 A 4 B C	$5 \times \frac{16\cdot15\cdot14\cdot13}{2\cdot3\cdot4}$	9,100	
5 B C	$\frac{16\cdot15\cdot14\cdot13\cdot12}{2\cdot3\cdot4\cdot5}$	4,368	
		47,768	18,012

III.—Two trumps and King guarded in another suit. Case calculated 7 8 T, K 7 A, 7 B. Leads K A, then 7 A.

Possible hands for D		L wins No. of hands	D wins No. of hands
Three or more trumps	See table		2,206
2 T 3 A	$\frac{5\cdot4}{2} \times \frac{6\cdot5\cdot4}{2\cdot3}$		200
2 T 2 A 1 B or C	$\frac{5\cdot4}{2} \times \frac{6\cdot5}{2} \times 15$		2,250
2 T 1 A 1 B 1 C	$\frac{5\cdot4}{2} \times 6 \times 7 \times 8$		3,360
2 T 1 A 2 B	$\frac{5\cdot4}{2} \times 6 \times \frac{7\cdot6}{2}$		1,260
2 T 1 A 2 C	$\frac{5\cdot4}{2} \times 6 \times \frac{8\cdot7}{2}$	1,680	
2 T 3 B	$\frac{5\cdot4}{2} \times \frac{7\cdot6\cdot5}{2\cdot3}$		350
2 T 2 B 1 C	$\frac{5\cdot4}{2} \times \frac{7\cdot6}{2} \times 8$		1,680
2 T 1 B 2 C	$\frac{5\cdot4}{2} \times 7 \times \frac{8\cdot7}{2}$		1,960
2 T 3 C	$\frac{5\cdot4}{2} \times \frac{8\cdot7\cdot6}{2\cdot3}$	560	

1 T 4 A	$5 \times \frac{6 \cdot 5 \cdot 4 \cdot 3}{2 \cdot 3 \cdot 4}$	75	
1 T 3 A 1 B	$5 \times \frac{6 \cdot 5 \cdot 4}{2 \cdot 3} \times 7$		700
1 T 3 A 1 C	$5 \times \frac{6 \cdot 5 \cdot 4}{2 \cdot 3} \times 8$	800	
1 T 2 A 2 B	$5 \times \frac{6 \cdot 5}{2} \times \frac{7 \cdot 6}{2}$		1,575
1 T 2 A 1 B 1 C	$5 \times \frac{6 \cdot 5}{2} \times 7 \times 8$		4,200
1 T 2 A 2 C	$5 \times \frac{6 \cdot 5}{2} \times \frac{8 \cdot 7}{2}$	2,100	
1 T 1 A only 3 B C	$5 \times 6 \times \frac{15 \cdot 14 \cdot 13}{2 \cdot 3}$	13,650	
1 T no A 4 B C	$5 \times \frac{15 \cdot 14 \cdot 13 \cdot 12}{2 \cdot 3 \cdot 4}$	6,825	
No trump	See table	20,349	
		46,039	19,740

To be continued.

DRAMATIC NOTES.

THE present generation may be more sensible or less vigorous than its predecessors, according to opinion, in declining to patronise theatres in hot weather. It seems certain that theatres close for the summer earlier than formerly. The last nights have taken place, or are announced, at the Haymarket, Lyceum, Globe, Royalty, St. James's, and Princess's, and others, no doubt will shortly follow suit. But the heat, which is opposed to good business in town, does not appear to have an equally deterring effect in the country, for London companies are about to set out in great numbers to overrun the provinces. An association is advertised which contains the names of Mrs. Vezin, Mr. Compton, and the Chippendales; and this company will probably please the country better than the emasculated troupe which still owes allegiance to Mr. Buckstone. It is said that the Haymarket company is to be re-organised, under the rule of Mr. Sothern, but it is to be hoped that the re-organization will not be carried on on the principle hitherto dominant at the Haymarket, of eliminating the good, and retaining the weak members. The last nights are also advertised of Signor Salvini, who has created an excitement in the theatrical system, only equalled by what has been called the "dramatic performances" of Messrs. Moody and Sankey in another sphere. There can be no question as to the success of Signor Salvini. Whether he has appeared as Othello or Hamlet, Drury Lane has been crammed from floor to roof, and the neighbourhood of Russell Street has been blocked with carriages. The actor has a fine and stately presence, ease of movement, and a noble voice. But are these, or, perhaps, we should say, ought they to be sufficient to rouse the enthusiasm of an audience to nine-tenths of which the actor is speaking in an utterly unknown tongue? It cannot be said that, even with the critics thrown in, more than ten per cent. of the visitors to Drury Lane can follow Signor Salvini without the aid of a book. How then is this excessive praise, this undoubted success, to be accounted for? We confess to an inability to account for it, unless we again hint a comparison with Moody and Sankey, and put it down to contagion, or something in the air. The odd part of the matter is that many of our critics cannot praise Salvini without running down or indirectly depreciating Irving, whom they praised before they saw Salvini. We venture to say that we prefer the Hamlet of Mr. Irving, for two reasons; first, because he acts it in English, and secondly, because (let it be said with bated breath), we think it is the more intelligent impersonation of the two.

The chief feature of the season just closing is the success of Salvini; next in importance is the fact that, until Mr. Hamilton Aidè produced *A Nine Days' Wonder* at the Court, no new dramatic author had sprung up able to hold his own against the quartet, Messrs. Tom Taylor, Gilbert, Byron and Albery. Mr. Albery should perhaps be omitted from the list, as he has failed for some time to make a hit, and his place will be occupied by Mr. Aidè, if he can keep up to the standard of his last play, or by Mr. Boucicault, when his next Irish play is brought out at Drury Lane. A new form of entertainment has sprung into favour, which may be called musical farce, or burlesque on opera, of which Mr. Arthur Sullivan is at present the sole provider. *The Zoo*, which has lately been played at the St. James's, is bright and tuneful as to its music, and developes unsuspected capabilities of singing in Mr. Bruce; but the librettist has done his best to spoil the production, by the insertion of some lines, sung by Miss Hodson, which are both silly and offensive. As for Mr. Tom Taylor, though he has written nothing new since *Clancarty*, which was the best play of 1874, he is represented at the Olympic by the revived *Ticket of Leave Man*. It is needless now to enter into the old question of Mr. Taylor's failure to distinguish between the titles of author and adapter. The *Ticket of Leave Man* is an adaptation, but it is a perfect adaptation, and is unquestionably one of the most effective dramas ever written. Despite Mr. Neville's early efforts to make the Olympic a home for fashionable

comedy, it would seem that this theatre is intended for strong domestic drama. The shirt-sleeved and excited gallery at the Olympic, thronged, as it is, to the highest point of perspiration, follows the fortunes of Bob Brierley with devouring interest. Mr. Neville has secured some of the original representatives. Besides his own Bob Brierley, the revived drama has the advantage of the acting of Mr. Soutar and Mrs. Stephens; of Miss Farren, who succeeded, but did not make us quite forget Miss Raynham, as Sam Willoughby. Miss Fowler would be very good indeed if she could efface the recollection of Miss Lydia Foote as the heroine. But the comparison of past with the present is most injurious to the actor who now takes Melter Moss. The acting of Mr. Vincent in this character was, allowing for occasional exaggeration, of the very highest order of eccentric comedy. Whether his success in his part was too much for his stability, is only known to those conversant with the history of behind the scenes. In any case he has nearly faded from the public knowledge, and is now taking a subordinate character in the *Detective*, at the Mirror. This play has, in the persons of Messrs. Wigan, Atkins and Vincent, three of the original performers in the *Ticket of Leave Man*, of which it is a weak and worthless imitation.

The functions of creation and the functions of criticism are two very different matters, and should not be too rashly combined in the same person. It has fallen to the lot of two gentlemen, who are directly or indirectly connected with dramatic criticism, to write two of the worst plays that ever escaped just condemnation. The *Detective*, at the Holborn, is translated or adapted from the French, by Messrs. Manuel and Scott, and it is no secret that Mr. Scott is a dramatic critic. *Heartsease*, at the Princess's, is also an adaptation from the French, by Mr. Mortimer, and it is well known that this gentleman is editor or proprietor of the *Figaro*. What is more, both gentlemen are supposed to advocate high art in the drama; art into which nothing common, low or violent should intrude; art which should ignore conventionality, and make an especial study of breaches of the seventh commandment. And yet neither *Heartsease* nor the *Detective* are refined or unconventional, or sweet in any degree, and, as melodramas, would have disgraced the late Mr. Hazlewood, who used to translate this species of play for the Britannia, and other east-end theatres, at the rate of one a fortnight. As for the *Detective*, the authors must have had one eye apice on the French original, and the others on the *Ticket of Leave Man*. The detective, who is the hero, is a washed-out copy of Hawkshaw, and takes from the French certain magisterial functions unknown to our police. The villains—one fierce, the other comic—are strictly modelled after Jem Dalton and Melter Moss. On the other hand, the young man, the Bob Brierley of this play, is reduced to a shadow, for the well worn reason in such cases that he is not the manager of the theatre, whilst the detective is. Between the first act, which is moderately good, and the last act, which, though very bad, has some consistency in it, inasmuch as the detective triumphs over the thieves, there are a series of scenes which, in their inconsequence, absence of motive, and lack of purpose, it would be hard to surpass. The adapters are evidently imbued with the stage theory of police action, for although, the detective and his associates have every opportunity of catching the thieves, they cannot be allowed to do so until eleven o'clock approaches, and the audience would like to go home. The best thing about the *Detective* is the acting of Miss Ernstone, who is one those of actresses that never get from the critics the praise they deserve. Her performance of Martha in *Little Emily*, Grace Roseberry in the *New Magdalen*, and Henriette in the *Two Orphans* ought to have placed her in a more prominent position than she now occupies on the stage. But if some excuse can be found for the production of the *Detective*, in the fact that the Mirror, late the Holborn Theatre, once had a great success in melodrama, and that Mr. Wigan, the present manager, is favourably known by a previous impersonation of a detective, the profoundest research can discover no object for the introduction on the stage of Mr. Mortimer's *Heartsease*. This is a play adapted, by no means translated, from the famous *Dame aux Camellias*. There are great changes. The scene is in England, the names of the characters are English, one gentleman being pleasantly christened *Percy Bloodgood*. The heroine does not love camellias, but pansies; hence the title Heartsease, not, as some imagine, heart disease, although the lady does die of that ailment. More than all, the motive of the original is entirely lost by converting the heroine from what Dumas made her to a virtuous woman. This sweeping alteration will, no doubt, be set down as a concession by the reluctant adapter to the unsophisticated taste of the British public. This is all very well, but who asked Mr. Mortimer to adapt the play at all? Not the British public, which has been content to leave the story to the operatic stage. If the play were a recent Parisian success, if all the world were talking of it, if some actress had made a great hit as the heroine, if the public had shown the slightest wish to have the play on the English stage, we could understand that there was some sort of a reason for adapting it. But none of these suppositions can hold good in this case, and the only solution of the problem is, that Mr. Mortimer was burning to inflict his handiwork on the town, and, after long search for a complaisant manager, found him in the French gentleman who has been in tenancy of the Princess's.

A Nine Days' Wonder, written by Mr. Hamilton Aidè, and produced at the Court Theatre, is a success, in spite of many faults and blemishes, simply because it is a comedy that has a plot. It is not long, is in three acts, the incidents are cleverly fitted, so as to lead up to one another, the audience are kept in the dark, and taken into confidence at the right moment, and the acting is good. These items make up the favour with which the play has been received. But when we come to the leading point of the story, we find that it is wanting both in seemliness and probability. Not only is the heroine a character entirely unfitted to gain

the sympathies of the audience, but the chief situation is virtually a struggle between a mother and her son as to which of them should belong to the family of an unsuspecting gentleman, by means of marriage. The situation itself is unsound, for no mother, unless utterly demoralised, would wish to get her son out of the way as Mrs. Fitzroy does, and no son, of the solid qualities of Christian Douglas, would give way to his mother's culpable weakness, and it is rather odd that the mother should not have noticed her son's affection for the daughter of her host, as they had all four lunched together, and lovers as a rule betray themselves. Nor can a mother and son, except under very exceptional circumstances of juvenility on the part of the mother, be taken for lovers, even by the most innocent *ingènue*. The inappropriate nature of the title is explained by the fact that Mr. Aidè has also written a novel on the subject, and it is a curious illustration of the difference between a novel and a play that a title well fitted to the one will not do for the other, though the theme may be the same. But why does Mr. Aidè use such out of the way names as Fitzroy and Vavasour, and why does Mrs. Fitzroy give way to such a gorgeous toilette, when her son informs Mr. Vavasour that he shares his allowance as a subaltern with her. The acting is deserving of praise, the least remarkable representation (where we usually get the strongest) being that of Mrs. Kendal. Mr. Hare is nature itself, and Miss Hollingshead adds another to the list of those who leap at one bound from a subordinate to a leading position. There are many traces of the French school about Mr. Hare's company at the Court. In Book III., chapter 1, perhaps, because it is taken from the French, Mr. Clayton adapts a distinctly French style, in his manner, gestures, and accentuation; in fact, he overdoes it just a little.

Died.

On the 24th ult., at Eversleigh House, Highbury New Park, in his 40th year, Frederick Mason, of No. 10 Old Jewry Chambers, and 7 Gresham Street, Solicitor, third surviving son of the late Nicholas Mason, Esq., of Wood Street, Cheapside.

ANSWERS TO CORRESPONDENTS.

CHESS.

W. B. M.—Thanks for your kind communication, which is very interesting, and most acceptable. We hope to hear from you frequently.

VICTOR GORGIAS.—We appreciate your efforts on our behalf, and beg to thank you for your last batch of problems. Change of address is noted.

R. W. J.—We will make a note of your explanation. The problems are very acceptable, and shall receive due honours. The three mover sent last month appears to have no solution, if in answer to 1 Q to Q R 2, Black plays 1 P to K B 5.

J. LORD.—Good, as usual. Shall appear next month.

J. PIERCE.—To hand, with thanks. We trust matters are progressing favourably with your undertaking.

A. E. STUDD.—The problems are not quite up to publishing standard, but give promise of better things. What they greatly lack is the rather undefinable quality of "point," and the ideas want a little more depth and concealment about them. We shall always be glad to report on any position you may submit to us. Your proposed solution of Mr. Pearson's problem is wrong, as Black on the 3rd move plays K to K B 6, and there is no mate in 2 more moves.

W. NASH.—We do not think the book is a very scarce one, but should recommend you to communicate with Mr. Morgan, 67 Barbican.

S. H. T.—Your request has been attended to, we extremely regret the error was overlooked.

J. W. A.—Your communication reached us too late for publication this month, but shall certainly appear in our next number.

J. P. T. (Dalston).—We are much obliged for the information. Your problems reached their destination, but please address future communications to the Editor.

Problems received with thanks from Dr. Gold, R. Braune, J. Scott, G. J. Slater, J. W. Abbott, W. Grimshaw and others.

W. G. C. (Finsbury)—The games have not come to our hands, but we shall make further enquiries at the printer's.

J. E. M. (Clifton)—Thanks for the games, they shall appear shortly.

N. W. (Halifax).—We are much obliged for the trouble you have taken.

J. P. (Duchateau).—We have forwarded the number asked for.

J. T. PALMER (Hull).—We shall not only be glad to receive and publish accounts of Chess matches in any club, but shall be grateful to the senders.

J. B. (Grätz).—We note the address given.

"CENTENNIAL GAZETTE," No. 5, TO HAND. — Will the Chess Editor favour us with the previous numbers, containing Chess matter, to make our set complete.

WHIST.

EGREC.—A revoke.

ALEXANDER.—A misdeal.

J. AND L. (*Throwing down cards and calling them.*)—B throws down his cards, and says, "Partner, we have lost the game." The opponents throw down their cards, but A did not. A is last player. X leads H Knave. A calls from Z a Club, wins the trick with the H Queen, and leads the best trump, which saves the game. Had not A called the Club, Z could have trumped and won the game. Z calls this sharp practice. He says it may be law, but it is contrary to equity, and an outsider remarks that it is contrary to etiquette. Z also says, A had been talking in the middle of the hand about B's play, and that as this was obviously improper, A ought not to insist on his legal rights, but to give up the game.—*Ans.* Whist is played according to a code of laws agreed upon by us all. Neither B (the partner), nor X or Z (the adversaries), can insist on A putting down his cards. Nor need X and Z throw down their cards because B does. They can take advantage of his throwing down the cards, if an advantage is to be gained, but they need not hastily throw down their cards and then grumble. What took place before in the place of an irregularity in talking, is not sufficiently set out, but from the context we assume that the offence, if any, was condoned, or not punishable, and, if this is so, why mix up the two matters perfectly distinct? A. is perfectly in order in calling the card.

BOSTON, MASSACHUSETS.—It is not the etiquette on this side the water to give the name of a writer who chooses to publish under a nomme de plume, we cannot therefore comply with your request.

The Westminster Papers.

1ST AUGUST 1875.

THE CHESS WORLD.

"The whisperings of our petty burgh."

LAST month was a season of festivity in London Chess circles. On the 10th Mr. Gastineau's garden party for Chess players was held at that gentleman's residence, in the pleasant suburb of Peckham; the weather, which up to that time was characterised by all the inclemency of a truly English summer, relapsing into sunshine for the occasion. On that day the "beneficial sun" smiled upon a gathering of some forty Chess players, who after partaking of an excellent dinner, dispersed about the grounds, some to Chess, some to conversation, and all apparently to keen enjoyment of the meeting. Several interesting games were played, notably one between Messrs. Chappell and Down in consultation against Dr. Ballard and Mr. Rosenbaum. "Interesting" is of course a word entirely inapplicable to the game played by Messrs. Bird and Macdonnell against Messrs. Wisker and Lowenthal. The term is so to speak too diminutive for such an encounter, even after dinner. One of the players has assured us that it was a very fine game, another is equally certain that it was not. Under these circumstances we refrain from qualifying it at all. At the dinner, only one toast was given, that of the host, which was proposed in eloquent terms, and with characteristic humour, by Mr. Macdonnell, and received with the enthusiasm it deserved.

Mr. Kunwald's party was held at his residence in Burlington Street. A small prize was given by the host for a trial of skill between English and Foreign players, the champions of the occasion being Messrs. Blackburne and Potter for England, opposed by Messrs. Steinitz and Zukertort for elsewhere. The game, which was prolonged to four o'clock in the morning will be found worthy of "the candle," and is given in another part of this number. In the course of the evening a consultation game was played by Dr. Ballard and Mr. Macdonnell in partnership against Messrs. Bird and Hoffer, the latter gentlemen winning it, after a highly spirited and amusing contest.

At a meeting of the managing committee of the British Chess Association, held on the 23rd ultimo, the manner in which a deficiency of £67 is to be met was "under consideration." After all, that sort of thing calls for very little consideration, for there is only one way of dealing with it; to call upon the members who have not already subscribed to the funds to do so. This course the committee have adopted, and we can only hope their call will meet with the desired response. At the same time we may be permitted to point out to the committee that the members will be likely enough to enquire if there has been any audit of the expenditure, and if so, by whom it has been made?

In a communication received from Herr Lowenthal, we are informed that at a general meeting of the members of the St. George's Chess Club, held on the 16th ultimo, it was resolved, "That the members of the Club desire to record, with the deepest regret, their sense of the loss they have sustained in the lamented death of Mr. Hampton, and also their warmest condolence with Mrs. Hampton and the members of his family in their affliction." The resolution, although expressed in rather slipshod English, is a very just tribute to the late Mr. Hampton, who, for many years prior to his death, devoted much time and energy to promoting the interests of the St. George's Chess Club, and in other ways did good, if unobtrusive service to the progress of Chess in this country. At the same meeting Mr. W. A. Lindsay undertook the duties of Honorary Secretary and Treasurer.

We have received a communication from Herr Lowenthal, requesting us to give him an opportunity of refreshing his memory by a perusal of the letter that we stated in our June number he had addressed to Herr Kohtz. The letter in question, it may be remembered, was written in reply to a question having reference to the admission of joint compositions in the English problem tourneys. We have not the slightest objection to granting this request, and think the best course will be for us to place the letter in the hands of some gentleman in whose judgment the Chess world will have confidence. We suggest Mr. Medley, if that gentleman will trouble himself with the matter.

In contemporaneous criticism the *Field* is making a great effort to keep pace with the times. Our contemporary has recently published an elaborate review, extending over two columns, of Mr. Long's

Positions in the Chess Openings and Mr. Cook's *Synopsis of the Chess Openings*. The former of these works was published, if our memory serves us aright, in 1873, and the latter has certainly been before the public for the best part of the year. In due time, we suppose about 1880, the Chess *literateur* of the Field, whoever he may be, will feel himself equal to tackle with Mr. Wormald's *Chess Openings*, or even Mr. Gossip's *Manual*.

Mr. Bird's *Chess Masterpieces* has been issued from the press, and shall be reviewed in our next number. The publishers are Dean and Son, 160A Fleet Street, and the price of the work is two shillings and sixpence.

The following letter on the subject of a problem code is deserving of attention :—

PROBLEM CODE.—"SHALL ONE BE ADOPTED AS A GUIDE TO COMPOSERS AND COMMITTEES?"

To the Editor of THE WESTMINSTER PAPERS.

SIR,—The necessity of a problem code is, I think, by this time fully established. There ought not to be a difference of opinion between composers and committees as to what are the good or bad points of a problem, and yet this is what has actually taken place in almost every tourney. Some years ago I constructed a code, and you were kind enough to publish the leading principles upon which it was founded, in your Papers for October 1870. I took the points of a first-class problem to be (1) a natural position, (2) economy of pieces, and (3) clever manipulation, combined with (4) beauty, (5) difficulty, and (6) originality, and suggested that marks should be given for these points according to their relative importance in problem composition. Since that time several composers have expressed their views on the subject, but I have seen nothing to prevent the general applicability of a similar code. Mr. Carpenter's "definitions" are simply an exaltation of one point, "manipulation," at the expense of two others, "a natural position" and "economy of pieces," both which points might be neglected in the construction of one of his perfect problems.

Mr. Abbott advocates "difficulty" and "manipulation," and professes not to understand "beauty" and the neccessity for a natural arrangement of the men. The working of this system of classification is shown by the late awards in the B. C. A. Tourney.

M. Barbier, on the other hand, admires "beauty" and "manipulative excellence," combined with "economy of pieces."

Mr. Menzies likes "concentrativeness," which is a combination of my second and third points—"economy of pieces" with "clever manipulation."

Herr Berger does not approve of unnatural positions, and considers quiet moves the top of the art of the present time. These quiet moves find their place in my system as "difficulty" arising from the number of moves at the disposal of the attack.

Other composers have expressed views in accordance with one or other of the above. What is wanted now, is to fix the relative importance of the various points so that composers and committees may be guided by the same rules.

Yours truly, E. F.

A new West End Club is about to be formed in London. Among the promoters are nearly all the leading players, English and Foreign, and report speaks highly of the prospects of the new venture. Mr. A. Rosenbaum is the Honorary Secretary *pro tem.*

By the courtesy of Mr. James T. Palmer, Honorary Secretary of the Hull Church Institute Chess Club, we are enabled to give the following report of a match between the members of that club and the Chess players of Grimsby.

A friendly Chess tourney took place in the Church Institute, Hull, on Saturday afternoon, 24th ult., between six members of the above Club, and a similar number of Chessites from Grimsby and neighbourhood. Play commenced at 2.45 p.m., the players being paired by ballot, and each pair playing two games in accordance with Staunton's rules. Mr. Freeborough speedily won two games of Mr. Watson, but this score was soon after neutralised by Mr. Smith defeating Mr. Dixon in both games. The games between Messrs. Farrow and Parker, and Palmer and Guilliatt, were most evenly contested, each player being credited with one game. The Rev. A. B. Skipworth and Mr. Worrall next succeeded in winning a game each for their respective sides, and this brought the total number of games up to five for each team. Mr. Worrall gained an important advantage in his second place with Mr. Johnson, by bringing his "clerical piece" *en prise* with his opponent's Queen and Castle, and it was patent to the spectators that this profitable exchange was quite sufficient to win Mr. W. the game. Attention was now centred upon the final game between the Rev. A. B. Skipworth and Mr. Gresham. At this stage of the match the play was most exciting, and was eagerly watched by the visitors. With a king and four pawns, to his adversary's king and five pawns, Mr. Gresham made the most strenuous efforts to effect a draw, and thus secure a victory to the Hull team. It is almost needless to state that the Rev. gentleman, who is a Chess player of repute, was equally diligent, as the slightest slip on his part was sufficient to lose the match. After some magnificent play on both sides, by a fine combination the Rev. gentleman succeeded in winning the game, and thus equalised scores :—

HULL.		GRIMSBY.	
E. Freeborough ...	2	H. Watson	0
G. Worrall	2	C. Johnson	0
G. W. Farrow ...	1	J. Parker	1
J. T. Palmer	1	H. Guilliatt	1
H. Dixon	0	G. Smith	2
G. Gresham	0	A. B. Skipworth ...	2
	6		6

The match being completed, the players adjourned to a comfortable tea, provided by the Hull players. The Rev. A. B. Skipworth presided, and on behalf of the Grimsby players thanked the Hull team for their reception, and trusted ere long to receive them at Grimsby, in an equally liberal manner. Tea over, play was resumed, and of 17 additional games the home team won eight, lost seven, and two were unfinished, the Grimsby players having to leave early. A return match, to take place at Grimsby, in August, will most probably be arranged.

The programme of the meeting of the Counties Chess Association, appointed to be held at Glasgow, on the 2nd instant, reached us too late for notice in our last number. Besides the usual tourney for the champion cup, now held by Mr. Burn, of Liverpool, a great number of matches and tournies have been arranged, including blindfold and simultaneous games by Herren Steinitz and Zukertort.

Several eminent Metropolitan players have been invited, and will probably attend the meeting, which promises to be a most successful one in every respect. The Congress will terminate on Saturday, the 7th instant, with the annual meeting and luncheon, at which Lord Lyttelton is expected to preside.

We have been favoured with a prospectus of the new Italian Chess monthly. The magazine will comprise 24 pages of games, ancient and modern, with critical notes, end games problems, Chess bibliography, news and correspondence, and will be published at 35 Via Vittorio Emanuelle, Livorno, under the title of *Nuova Rivista Degli Scacchi.* Intending subscribers should communicate with the Editorial Secretary, A. Bronzini, at the above address. We wish the new adventurer a complete success.

The Dubuque journal for July contains a very good translation of M. Delannoy's article upon *La Stratégie*, the *Philosophy of Chess*, a large number of games, and over a score of Problems.

From the *Hartford Times* we learn that the championship of Hartford has been decided in favour of Captain O'Farrell, after a brief contest with Mr. Cunningham. The other claimant to the champion's laurel, Mr. Ulrich, appears to have enveloped himself in a cloud of transcendentalism where no one can get at him. The *Times* is, as usual, agreeable and clever. The *Centennial Gazette*, of Philadelphia, has an excellent Chess column, edited by Genl. Congdon, and the *Globe*, an illustrated monthly magazine, published at Buffalo, has commenced a Chess article. Both journals are very welcome additions to our list of exchanges.

We have not received the new American Chess Magazine this Month.

Mr. J. B. Munoz's Alphabet of Problems has come to hand. There are twenty-six diagrams, on one sheet, the position of the pieces in each representing a letter of the Alphabet. We have not had time to examine the problems, but we hope to do so before the issue of our next number. In the meanwhile, we can assure our readers that the whole forms a picture unique in problem art, and one which should be purchased by every composer and solver.

JAPANESE CHESS.—By W. B. Mason.

It never was my good fortune to find, in any Chess library to which I have had access, any reference to the game as it is played in Japan. Chess historians traverse ancient Babylon, India, and China, in their vain endeavours to discover the spot that gave it birth, and though I do not desire to assert that Japan may be entitled to the honour, there are a few remarkable facts on the subject worthy of elucidation. The following diagram represents the game of *Shogi*, or Chess, as played in this country. As the pieces have no definite shape, beyond some being larger than others, and principally distinguished by the written characters upon them, I am necessarily obliged to append the names only of the various *Shogi-Koma*, or Chess men, in their respective squares.

Yari	Keima	Gin	Kin	Ou	Kin	Gin	Keima	Yari
	Hisha						Kaku	
Fu	Fu	Fu	Fu	Fu	Fu	Fu	Fu	Fu
Fu	Fu	Fu	Fu	Fu	Fu	Fu	Fu	Fu
	Kaku						Hisha	
Yari	Keima	Gin	Kin	Ou	Kin	Gin	Keima	Yari

It will be first observed, from the above diagram, that the board consists of 81 squares, or 17 more than that used in the European game. The movements of the pieces are as follow:—

Yari, or spear, moves downward to the end of the file on which it stands, when, however, it reaches the

square of the opposing *Fu*, or Pawn, it can become a *Kin*. Its movements are similar to those of the Rook, on the single file.

Keima or *Uma*, a horse, is identical with the Knight, but it only moves forward. It can also become a *Kin*.

Gin, or silver, moves one square diagonally at a time, also one square forward. If removed from its original position, it can retreat one square diagonally only, and when it takes possession of the ground of an opposing *Fu*, it has the option of becoming a *Kin*.

The movements of *Kin*, or gold, are somewhat like those of *Gin*. It has, however, the power of moving one square on each side of itself, but cannot return diagonally.

Ou, or King, is in all respects similar to our King, and the object of the game is, of course, *otedzume ni suru*, or to checkmate him.

On the second line we have two pieces; *Hisha*, a chariot, whose movements are the same as those of a Rook; and *Kaku*, a corner or angle, which moves diagonally, like our Bishops.

Fu, a Pawn or foot-soldier, moves one square forward at a time, and, after attaining the square of the opposing *Fu*, it may likewise claim the rank of a *Kin*. The operation of capturing a piece by a *Fu* is not done diagonally, as in our game, and as so many pieces are liable to reach a higher grade, the transaction is simply made by turning them over, the new title being written on the reverse side. There are other minor ramifications of the movements, which it is unnecessary to detail.

It will thus be seen that a wonderful likeness exists between the two varieties of the one game. The Japanese system is undoubtedly more elaborate than ours, but whether it admits of greater scientific combinations I am unable, at present, to determine. The game is regarded by the Japanese as a game of mimic warfare, and it is played by all classes; holding much the same position as Draughts do in Great Britain. On the other hand, the game of *Go*, or Japanese Draughts, is considered much more difficult, and is patronised almost exclusively by the upper classes. In fact, with our game of Checkers, there is little comparison, there being 361 *goishi*, or round pieces, employed in playing the Japanese game. But the origin of Japanese Chess is an interesting question for investigation. From where and by whom was it introduced into a country excluded from all intercourse with the outer world till within the past few years?

That it has been an established recreation in Japan for centuries there can be no doubt, but one point is worthy of special notice. The absence of a Queen, or a piece endowed with a like power, is a conspicuous feature in the Japanese game. So important is this that, at the first glance, one would imagine to attempt to prove an analogy between the European and Japanese games without it would be as effectual as the Darwin theory minus the "missing link." But, in my opinion, that is not so. It is now upwards of a thousand years since the Salic law existed in this country, and a Queen not having held the reins of Empire for that period, the name has almost become a nonentity. And it is just possible that this fact might have had at one time so far modified the aspect of the game. Certainly, the universality of Chess seems to favour the idea that, like that of Language, its origin must be traced to one common source.

NAGASAKI, JAPAN, 27TH MARCH 1875.

SOLUTIONS OF PROBLEMS.

No. 664.

WHITE.	BLACK.
1 R to K 6	1 P takes R
2 Kt to Kt 6	2 Anything
3 Mates accordingly	

No. 665.

1 Kt to K 4	1 P to Q B 5
2 P to Q 4	2 P takes P en passant double check
3 K to Kt sq	3 Anything
4 Mates accordingly	

No. 666.

1 B to R 6 ch	1 K takes B
2 B to Q Kt sq	2 R takes B
3 Q to R 8 ch	3 K moves
4 Mates accordingly	

No. 667.

WHITE.	BLACK.
1 Kt to K B 6	1 P takes Kt
2 K tak. P on B 4	2 Anything
3 Mates accordingly	

See Problems Reviewed.

No. 668.

1 Q to Q Kt sq	1 Aught
2 Mates accordingly	

No. 669.

1 Kt to K B 4	1 Aught
2 Mates accordingly	

No. 670.

1 B to K 2	1 K takes R
2 Kt to Q B sq	2 Anything
3 Kt mates	
If 1 P takes P	
2 Kt to Q 3 ch	2 P takes Kt
3 R to R 4 mates	

No. 671.

WHITE.	BLACK.
1 R to Q Kt 5	1 P takes Kt, or R takes B
2 R takes Kt ch	2 K moves
3 B mates accordingly	
If 1 R takes P ch	
2 R takes R ch and mates next move	
If 1 Kt takes Kt, or B to B 4	
2 B to Kt 7 ch and mates next move	

No. 672.

See Problems Reviewed.

No. 673.

1 Q to K R sq	1 R to Q Kt sq
2 R to Q Kt 6	2 Anything
3 Mates accordingly	

No. 674.

1 Q to R sq	1 P to B 5
2 Q to R 5	2 Anything
3 Mates accordingly	
If 1 K takes Kt	
2 Q to B 6	2 K to Kt 5
3 Q mates	

No. 675.

1 Q to K R 8 ch	1 R to K Kt 2 ch
2 Kt to Kt 6 ch	2 Kt takes Kt
3 K to Kt 2 dis ch	3 Kt to K B 5 double ch
4 K to B sq	4 P to Q 7
5 Kt to Q 5	5 P to Q Kt 5 dis ch and mate

No. 676.

1 Q to K Kt 8 ch	1 K moves
2 B to K B 6 ch	2 K takes Kt
3 R to Q Kt 4 ch	3 B takes R
4 Q to K Kt 2 ch	4 K to K B 5
5 Q to K B 3 ch	5 Q takes Q mate

No. 677.

1 P to B 4	1 P to Q Kt 4
2 P to B 5	2 R takes B
3 R to R 4 ch	3 P takes R
Stale mate.	

PROBLEMS.

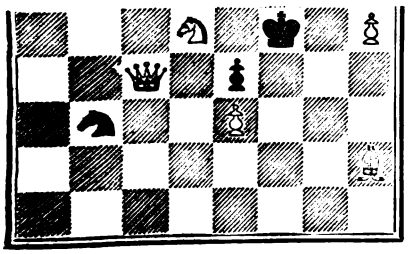
No. 678, DEDICATED

TO

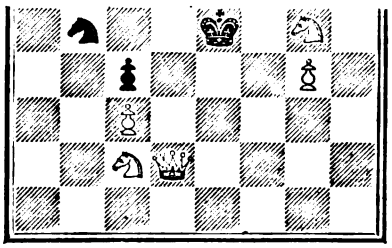
THE JUDGES IN THE PROBLEM TOURNEY

OF THE

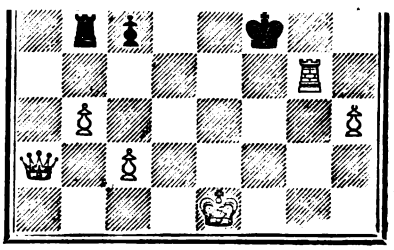
Westminster Chess Club



WHITE.
White to play and mate in two moves.



WHITE.
White to play and mate in two moves.



WHITE.
White to play and check mate in two moves.

square of the opposing *Fu*, or Pawn, it can become a *Kin*. Its movements are similar to those of the Rook, on the single file.

Keima or *Uma*, a horse, is identical with the Knight, but it only moves forward. It can also become a *Kin*.

Gin, or silver, moves one square diagonally at a time, also one square forward. If removed from its original position, it can retreat one square diagonally only, and when it takes possession of the ground of an opposing *Fu*, it has the option of becoming a *Kin*.

The movements of *Kin*, or gold, are somewhat like those of *Gin*. It has, however, the power of moving one square on each side of itself, but cannot return diagonally.

Ou, or King, is in all respects similar to our King, and the object of the game is, of course, *otedzume ni suru*, or to checkmate him.

CHESS CONGRESS IN GLASGOW,

COMMENCING 2nd AUGUST.

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No. 665.

1 Kt to K 4 — 1 P to Q B 5
2 P to Q 4 — 2 P takes P en passant double check
3 K to Kt sq — 3 Anything
4 Mates accordingly

No. 666.

1 B to R 6 ch — 1 K takes B
2 B to Q Kt sq — 2 R takes B
3 Q to R 8 ch — 3 K moves
4 Mates accordingly

1 Q to Q Kt sq — 1 Aught
2 Mates accordingly

No. 669.

1 Kt to K B 4 — 1 Aught
2 Mates accordingly

No. 670.

1 B to K 2 — 1 K takes R
2 Kt to Q B sq — 2 Anything
3 Kt mates

If 1 P takes P
2 Kt to Q 3 ch — 2 P takes Kt
3 R to R 4 mates

B to B 4
2 B to Kt 7 ch and mates next move

No. 672.

See Problems Reviewed.

No. 673.

1 Q to K R sq — 1 R to Q Kt sq
2 R to Q Kt 6 — 2 Anything
3 Mates accordingly

No. 674.

1 Q to R sq — 1 P to B 5
2 Q to R 5 — 2 Anything
3 Mates accordingly

If 1 K takes Kt
2 Q to B 6 — 2 K to Kt 5
3 Q mates

No. 676.

1 Q to K Kt 8 ch — 1 K moves
2 B to K B 6 ch — 2 K takes Kt
3 R to Q Kt 4 ch — 3 B takes R
4 Q to K Kt 2 ch — 4 K to K B 5
5 Q to K B 3 ch — 5 Q takes Q mate

No. 667.

1 P to B 4 — 1 P to Q Kt 4
2 P to B 5 — 2 R takes B
3 R to R 4 ch — 3 P takes R
Stale mate.

PROBLEMS.

No. 678, DEDICATED

TO

THE JUDGES IN THE PROBLEM TOURNEY

OF THE

Westminster Chess Club.

By J. BERGER, of GRATZ.

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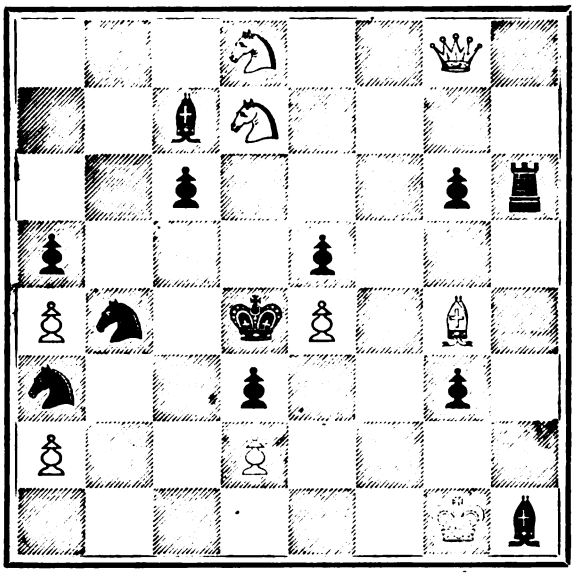

WHITE.

White to play and mate in four moves.

No. 679.—By A. C. Pearson.

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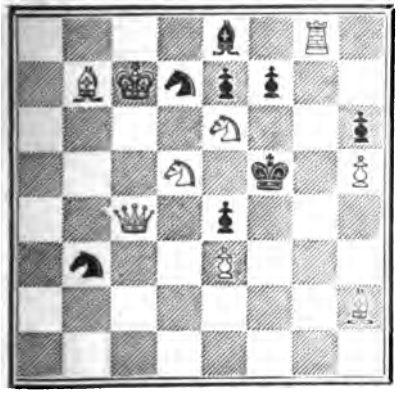

WHITE.

White to play and mate in two moves.

No. 680.—By G. J. Slater, Bolton.

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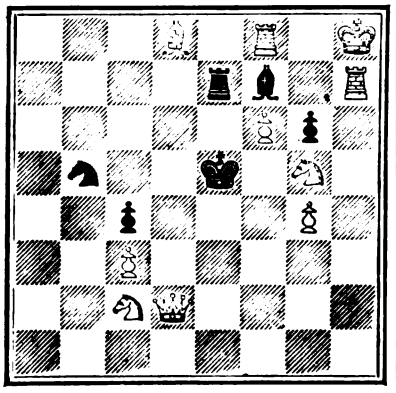

WHITE.

White to play and mate in two moves.

No. 681.—By J. P. Taylor, Dalston.

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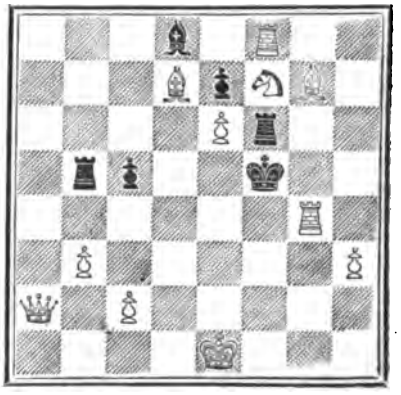

WHITE.

White to play and check mate in two moves.

PROBLEMS.

PROBLEM No. 682.—By CHARLES A. GILBERG.

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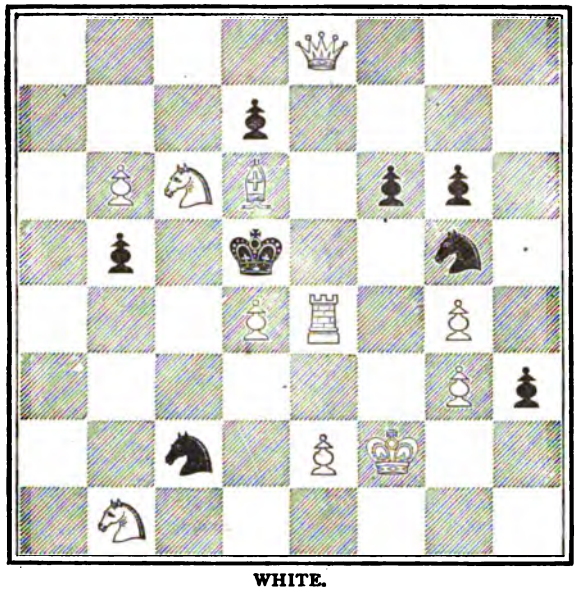

WHITE.

White to play and mate in three moves.

PROBLEM No. 683.—By ROBERT BRAUNE.

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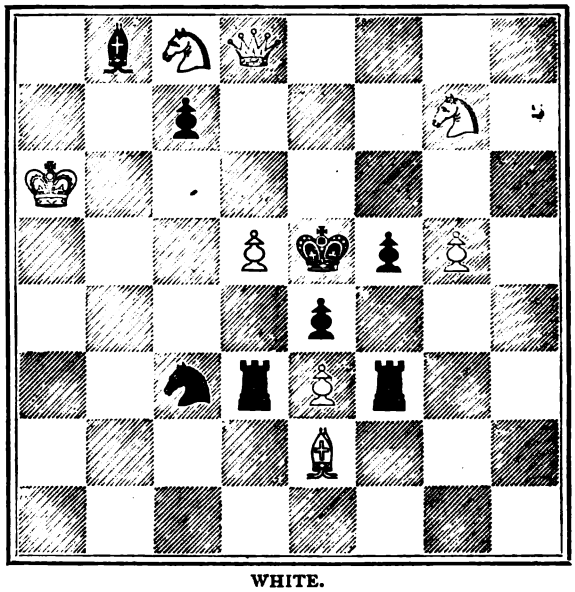
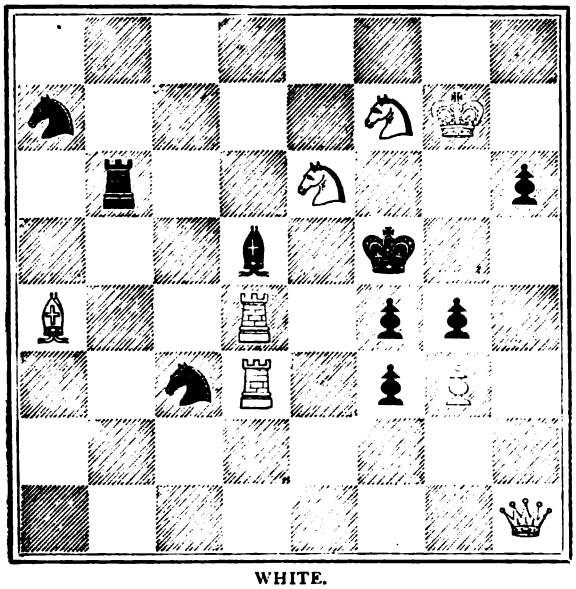


WHITE.

White to play and mate in three moves.

PROBLEM No. 684.—By Dr. GOLD.

BLACK.

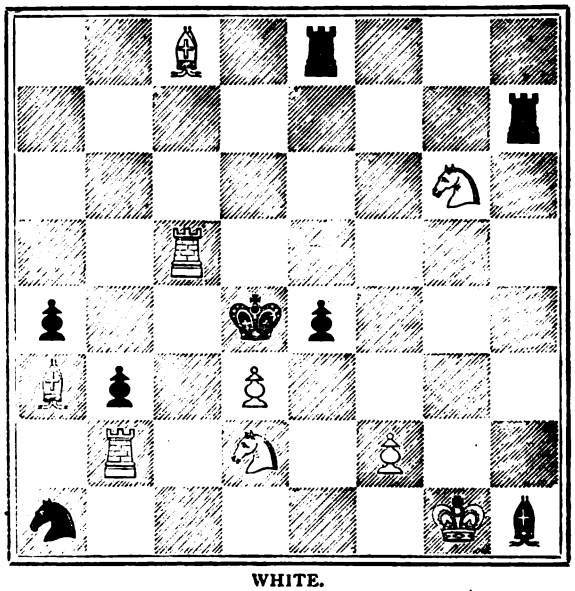


WHITE.

White to play and mate in three moves.

PROBLEM No. 685.—By J. PIERCE, M.A.

BLACK.



WHITE.

White to play and mate in four moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 298.

Evan's Gambit Declined.

Played in Mr. Kunwald's house, on the 24th July.

White. J. H. BLACKBURN and W. N. POTTER.	Black. W. STEINITZ and J. H. ZUKERTORT.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B to Kt 3
5 P to Q R 4	5 P to Q R 3
6 P to B 3 (a)	6 Kt to B 3
7 Q to K 2	7 P to Q 3 (b)
8 P to Q 3	8 B to K 3
9 Kt to R 3	9 Kt to K 2
10 Castles	10 P to B 3
11 K to R sq	11 P to R 3 (c)
12 Kt to K Kt sq (d)	12 P to Kt 4
13 B to K 3 (e)	13 B to B 2
14 P to B 3 (f)	14 Kt to Kt 3
15 P to Kt 3	15 P to Q 4
16 B to R 2 (g)	16 Castles
17 K R to Q sq	17 P to Q R 4 (h)
18 P to Kt 5	18 Q to K 2
19 Kt to B 2	19 P to B 4
20 B to B sq	20 P to Q 5
21 B takes B	21 Q takes B
22 P to Q B 4 (k)	22 P to Kt 3 (l)
23 R to B sq	23 K to Kt 2 (m)
24 Q to Kt 2	24 Kt to R 2
25 B to Q 2 (n)	25 P to B 4
26 Q R to K sq	26 Q R to K sq
27 Kt to K R 3 (o)	27 P to B 5
28 Kt to B 2	28 Kt to B 3
29 R to K 2	29 K to B 2
30 R to K Kt sq	30 R to K R sq
31 Kt to K R 3	31 Q R to K Kt sq
32 Q to B sq	32 K to K sq
33 P to Kt 4 (p)	33 Kt to B sq
34 R fr Kt sq to Kt 2	34 P to R 4
35 Kt to B 2	35 Kt to Kt 3
36 P takes P (q)	36 Kt to R 5
37 Kt to K Kt 4	37 Kt takes R
38 Q takes Kt	38 Kt takes R P (r)
39 K to Kt sq	39 B to Q sq
40 B to K sq	40 Kt to B 3 (s)
41 P to R 3	41 K to B 2 (t)
42 Q to B sq	42 R to R 4
43 R to R 2	43 R fr Kt sq to R sq
44 Q to Kt 2	44 R fr R sq to R 2
45 Kt to R sq	45 B to B 2
46 Kt to Kt 3	46 Q to B sq
47 Kt to B sq	47 Q to K R sq
48 Kt to B 2	48 R to R 5
49 Kt to K 2	49 K to K 2 (u)
50 K to R sq	50 R to Kt 2
51 Kt to Kt sq	

Given up as a draw (v).

(a) Choosing an old Giuoco Piano variation.

(b) After 7 Castles, 8 P to Q 3, 8 P to Q 4, 9 P takes P, 9 Kt takes P, 10 Castles, the protection of Black's K P would become difficult.

(c) To prevent the continuation 12 Kt to K Kt 5 and 13 P to B 4, which would increase the advantage of the first players.

(d) I prefer—

12 B takes B	12 P takes B
13 Kt to B 4	13 B to B 2
14 P to Q 4	14 P takes P
15 Kt takes P, &c.	

(e) The exchange of Bishops, followed up by the advance of the Q P, would now simplify matters very much, but its ultimate result was favourable to Black, *e.g.*—

13 B takes B	13 P takes B
14 P to Q 4	14 P takes P
15 P to K 5	15 P takes K P
16 Q takes P	16 K to B 2
17 Kt to B 4	17 B to B 2
18 Q takes Q P	18 Q takes Q
19 P takes Q	19 Kt to Kt 3
20 Kt to B 3	20 Q R to Q sq, &c.

(f) To advance the Q P without exposing the K P to capture. If instead 14 B takes B, 14 P takes B, 15 P to Q 4, the game would proceed as follows:—

	15 Kt takes P
16 Q to R 5 ch	16 K to Q 2
17 P takes P	17 P to Q 4

(g) White does not take the P, as Black would retake with great advantage with the Knight.

(h) This move, in connection with the 18th and 19th of Black, constitutes the turning point in t e game. White ought to have played 17 P to R 5, and would then maintain the advantage on the Queen's flank and in the centre.

(i) Intending to bring the Bishop to Q R 3, and the Knight over K 3 to K B 5.

(k) White has now no prospect to win the game; the Queen's side is shut up, and the position of the King's flank is clearly in Black's favour.

(l) To bring matters to a perfect block on this side, before beginning the storm against the adverse King's quarters.

(m) If 23 Kt to K sq at once, White could reply 24 P to R 4.

(n) If:—

25 P to B 4	25 K P takes P
26 P takes P	26 P to B 4
27 P takes Kt P (or x)	27 P takes K P
28 P takes R P ch	28 K to R sq
29 R takes R ch	29 R takes R
30 P takes P best	30 R to K Kt sq

and Black's attack is irresistible.

x.

27 P to K 5	27 K to R sq
29 P takes P	28 Kt takes K P, &c.

(o) Intending to exchange Pawns, and to post the Knight at K 4.

(p) Ill advised; this move facilitates Black's operations, and enables them to proceed at once with the K R P.

(q) The sacrifice of the exchange was the best resource which White had. If 36 Kt to K sq, Black could either bring more forces in the field or at once sacrifice the Knight at B 6 with advantage, as the following variations may show:—

36 Kt to K sq	36 Kt to R 5
37 R to Kt sq	37 Kt takes B P
38 Kt takes Kt	38 P takes P
39 Kt from B 2 takes P	

[If 39 Kt to K sq, 39 P to Kt 6, 40 Kt to B 3, 40 P takes Kt, 41 R takes P, 41 P to Kt 5, &c.]

	39 Kt takes Kt
40 R from K 2 to Kt 2	40 Kt takes R P
41 R takes Kt (or z)	41 P to Kt 5
42 Kt to R 4	42 P to Kt 6
43 R to R 3	

[If 43 Q to R 3, 43 Q takes Q, 44 R takes Q, 44 B to Q sq, and Black regain the piece, and are two passed Pawns ahead.]

	43 Q to Kt 5

z.

41 Kt takes Kt	41 P to Kt 5
42 B to K sq	42 Q to R 3
43 R to Q 2	43 P to Kt 6
44 R from Kt sq to Kt 2	44 B to Q sq
45 Q to Kt sq	45 B to R 5
Followed up by	46 K to B 2

(r) Black overlooks here that the strongest continuation is 38 R takes P, which wins easily *e.g.*—

	38 R takes P
39 Kt takes Kt ch (or A)	39 Q takes Kt
40 Q to Kt 4 (or B)	40 R from Kt sq to R sq
41 Q to B 8 ch	41 B to Q sq
42 R to Kt 2	42 Q to R 3
43 Q to B 6 ch (forced)	43 Q takes Q
44 P takes Q	44 R to R 6
45 Kt to K sq	45 P to Kt 5
46 P takes P	46 B to R 5
47 P to Kt 5	47 B takes Kt
48 B takes B	48 R takes Q P

And Black wins.

B.

40 Q to B sq	40 R from Kt sq to R sq
41 R to Kt 2	41 Q to R 3
42 Q to Kt sq	42 R to R 6
43 Kt to K sq	43 B to Q sq

And White has no means to prevent the advance of Black's attack.

A.

39 Q to Kt sq	39 R from Kt sq to R sq
40 R to Kt 2	40 R to R 6
41 Kt to K sq	41 Kt takes Kt
42 P takes Kt	42 Q to R 3
43 B to B sq	43 P to B 6
44 R to K B 2	44 R takes R P ch
45 R takes R	45 Q takes R ch
46 Q takes Q	46 R takes Q ch
47 K to Kt sq best	47 P to B 7 ch
48 K to B sq	48 P takes Kt Queening ch
49 K takes Q	49 B to Q sq, &c.

(s) The doubling of the Rooks, followed up by Kt to B 3, would have again won for Black, as the following continuation may show:—

	40 R to R 2
41 P to R 3	41 R from Kt sq to R sq
42 Q to B sq	42 Kt to B 3
43 R to R 2	43 Kt takes Kt
44 B P takes Kt	44 Q takes Kt P
45 P takes Q	45 R takes R
46 Q to Kt 2 best	

[If 46 Q to B 3, 46 R from R sq to R 6, 47 Q to Q sq, 47 P to B 6, &c.]

	46 R takes Q ch
47 K takes R	47 P to B 6 ch
48 K to Kt 3	48 R to R 8

And Black must win.

(t) The King was played to protect the Queen, and so to prevent the continuation Kt takes Kt, B takes Kt, Q to Kt 4. The King ought to have been played, however, to Q 2, which would have given Black the chance to win the game still:—

	41 K to Q 2
42 Q to B sq	42 R to R 2
43 R to R 2	43 R from Kt sq to R sq
44 Q to Kt 2	44 Kt takes Kt
45 B P takes Kt	45 P to B 6
46 Q to Kt 3 best	

[If 46 Q takes P, 46 R to K B 2, 47 Q to K 2, 47 R from R sq to B sq, 48 B to B 2, 48 Q to B 3, 49 Kt to K sq, 49 Q to B 5, &c.]

	46 R to B sq
47 B to B 2	47 Q to B 3, &c.

(u) Preventing the intended move of the adverse King to B sq. If now:—

50 K to B sq	50 P to Kt 5
51 B P takes P	51 P to B 6
52 Q takes P	52 R to B 2
Followed up by	53 Kt takes P

(v) Time limit: 10 moves in an hour. Duration of the game over 9 hours.

GAME 299.

The notes to the three following games marked with figures are by Mr. Minchin, those with letters by J. H. Zukertort.

Irregular Opening.

White. Mr. Minchin.	Black. Mr. Thorold.
1 P to Q B 4	1 P to K 3
2 P to K 3	2 P to K B 4 (a)
3 P to K Kt 3 (b)	3 K Kt to B 3
4 B to Kt 2	4 B to K 2
5 Q Kt to B 3	5 P to B 3
6 K Kt to K 2	6 P to Q 4
7 P takes P	7 K P takes P
8 P to Kt 3	8 Kt to Q 2
9 Castles	9 Kt to B 4
10 P to Q 3	10 P to K R 4 (c)
11 P to K R 3	11 P to K Kt 4
12 B to Kt 2	12 B to K 3 (d)
13 P to Q Kt 4	13 Kt to R 3
14 Kt to Q 4	14 Q to Q 2
15 P to Kt 5	15 Kt to B 2
16 P takes P	16 P takes P
17 Q to R 4 (1)	17 Q R to Kt sq
18 Q R to Kt sq	18 Kt to Kt 4
19 Kt takes B (e)	19 Q takes Kt
20 Kt takes Kt	20 P takes Kt (2)
21 B takes Kt (f)	21 P takes Q (3)
22 R takes R ch	22 K to B 2
23 B takes R	23 P to R 5
24 R to Kt 4	24 K to Kt 3
25 B takes P	25 Q to B sq
26 B to Q 4	26 P takes P
27 P takes P	27 Q to B 2
28 B to K 5	28 Q to B 7
29 B to Q B 4	29 Q to K 7
30 B to Q 4	30 B to Q 3
31 Q R takes P	31 B takes P
32 R to B 6 ch and wins (g)	

Mr. Minchin's Notes.

(1) White has now a very fine game.

(2) Taking with Rook is less disastrous, though it at once loses the Q R P, in which case the past Q R P would be very formidable.

(3) If Black retakes the B, he loses two Pawns at least, with a hopeless game.

J. H. Zukertort's Notes.

(a) The advance of the K B P on the first or second move in close openings, which came in vogue through Morphy, is now considered by the majority of the strongest players as inferior to the old established ways of developing the game.

(b) P to K 3, followed up by P to K Kt 3, weakens the position. If White intended the King's Fianchetto, he should not have played the K P at all.

(c) Premature; Black should develope his pieces and secure his own position before going for attack.

(d) Worse than useless; the Q B ought to be left on his own square, or played to Q 2.

(e) 19 Kt takes P would win a Pawn after a series of exchanges, *e.g.*—

19 Kt takes P	19 Q takes Kt
20 Kt takes Kt	20 Q takes Kt
21 Q takes Q	21 R takes Q
22 B takes Kt	22 R takes R
23 B takes R, etc.	

(f) White conducts now the game in a very vigorous style, whatever the opponent may reply, the move in the text carries the battle.

(g) White mates in four moves.

GAME 300.

Irregular Opening.

White. Mr. Minchin.	Black. Mr. Thorold.
1 P to Q B 4	1 P to K 3
2 P to K 3	2 P to K B 4
3 P to K Kt 3	3 K Kt to B 3
4 B to Kt 2	4 B to K 2
5 Kt to K 2	5 P to Q 4
6 P takes P	6 Kt takes P (a)
7 Castles	7 Castles
8 Q Kt to B 3	8 P to B 3
9 P to Kt 3	9 P to K 4
10 B to Kt 2	10 P to K 5 (b)
11 P to Q 3 (1)	11 Kt takes Kt
12 Kt takes Kt	12 P takes P
13 Q to Q 2	13 Kt to R 3
14 Q R to Q sq	14 P to B 5 (2) (c)
15 K P takes P	15 B to K B 4
16 Kt to K 4	16 Q to B 2 (d)
17 Q takes P	17 Q R to Q sq
18 Q to B 3	18 B to Q Kt 5
19 Q to B 4 ch	19 K to R sq
20 Kt to Kt 5	20 B to Q 7
21 B to K 5	21 Q to K 2
22 B to K 4 (d)	22 P to K R 3
23 B takes B	23 P takes Kt
24 B to Q 3 (e)	24 P takes P
25 Q to K 4	25 R takes B
26 Q takes R	26 Q takes B
27 Q takes B	27 P to B 6
28 K R to K sq	28 Q to K R 4
29 R to K 4	29 K to Kt sq
30 R to K R 4	30 Q to Kt 3
31 Q to Q 4 (f)	31 Kt to B 2
32 R to Kt 4	32 Q to R 3
33 P to K R 4	33 Kt to Q 4
34 R to K sq	34 P to Q Kt 3
35 R to K 6	35 Q to B 8 ch (f)
36 K to R 2	36 Kt to B 3 (g)
37 R tks Kt and wins.	

Mr. Minchin's Notes.

(1) 11 P to K B 3 seems sounder play.

(2) This attempt to guard the advanced Pawn is ill considered.

(3) This finally wins the exchange, but it would have been even more effective at the preceding move.

(4) 35 Kt to K B 3 is followed by R to K B 4, winning the K B P.

J. H. Zukertort's Notes.

(a) Black retakes with the Knight, as he intends to advance his K P.

(b) Certainly premature: 10 B to B 3 was much better.

(c) Incomprehensible: why not simply 14 Kt to K 5? if then 15 P to Q R 3, 15 Kt to B 7, if 15 B to R 3, 15 Q to R 4.

(d) 16 Kt to B 4 would be met of course by 17 Q to B 3.

(e) Much stronger was 24 B to Kt sq, threatening immediate destruction by 25 Q to K 4 or B 2

(f) The simplest course was 31 Q to Q 3.

(g) If 36 R to B 2, White forces the mate by 37 R to K 8 ch, 37 K to R 2, 38 Q to K 4 ch.

GAME 301.

Irregular Opening.

White. Mr. Minchin.	Black. Mr. Thorold.
1 P to Q B 4	1 P to Q Kt 3
2 Kt to K B 3	2 B to Kt 2
3 P to K 3	3 P to K 3
4 P to Q 4	4 P to K B 4 (a)
5 P to Q 4	5 Kt to K B 3
6 B to K 2	6 B to K 2
7 P to Q Kt 3 (b)	7 Kt to K 5
8 B to Kt 2	8 P to Q 4
9 Kt to K 5 (c)	9 Kt to Q 2
10 P to K B 3	10 B to R 5 ch (1) (d)
11 P to Kt 3	11 Kt takes P
12 P takes Kt	12 B takes P ch
13 K to B sq	13 Kt takes Kt
14 P takes Kt	14 P to K R 4
15 P to B 4	15 P to K Kt 3
16 B to K B 3	16 Q to Q 2 (2)
17 K to Kt 2 (3)	17 P to K R 5
18 Q Kt to B 3	18 Castles Q R
19 Kt to K 2	19 Q to K 2 (e)
20 Kt takes B	20 P takes Kt
21 K takes P (f)	21 P to K Kt 4 (4)
22 P takes Q P	22 P takes P ch
23 P takes P	23 K R to Kt ch
24 K to B 2	24 B takes P
25 B takes B (g)	25 Q to B 4 ch
26 K to B sq (5)	26 R takes B
27 Q to K 2	27 Q to B 3
28 R to R 3 (h)	28 R to B 4
29 R to Q sq (i) (6)	29 R to Q B 7
30 R to Q 2	30 R takes B (7)
31 R takes R	31 Q to B 8 ch
32 K to B 2	32 Q to Kt 8 ch
33 K to B 3	33 Q to Kt 5 ch
34 K to K 3	34 Q takes R ch
35 K to Q 4	35 R to Q sq ch
36 K to B 4	36 Q to R 8 (8)
37 Q to K Kt 2	37 Q to Q B 8 ch and Black mates in five more moves.

Mr. Minchin's Notes.

(1) A brilliant, but not apparently a sound sacrifice. The whole game is in Mr. Thorold's finest style.

(2) 16 Q to K 2 would have saved a move.

(3) The natural course, but wrong. 17 Kt to Q B 3, followed by Q to K 2, Q R to Q, was the best chance of escaping ruin.

(4) White is beset with dangers. He cannot change B's, or take the Kt P without immediate destruction; perhaps Q to K 2 was the best resource left.

(5) Apparently best, if Q or B interposes, Black wins by checking at Q B 7, or taking the K B according to White's play.

(6) An error that loses the game. B to Q 4 was the only move to save the piece. If then

	29 R to B 7
30 Q to B 3	30 Q to Kt 4 ch
31 K to K sq	31 K to Q Kt sq

32 Q R sq to Q, and though the White King is exposed, he might scramble out of his difficulties.

(7) To which there is no reply, if

31 R to Q 8 ch (best)	31 R takes R
32 Q takes R	32 Q to K 5
33 Q to B sq	33 R to Kt sq
34 Q to K 3	34 Q to Kt 7 ch
35 K to K sq	35 Q to Q B 7
36 R to Kt 3	36 R to Q sq and wins

(8) Forcing the mate.

J. H. Zukertort's Notes.

(a) I do not think that this move was here recommendable.

(b) 7 Kt to B 3 was certainly preferable.

(c) A premature advance.

(d) Going in for a showy attack; the following sacrifice is certainly unsound.

(e) Threatening 20 P to R 6 ch, and if 21 K takes B, 21 Q to R 5 ch, &c.

(f) Very injudicious; the Black Pawn was a protection for the White King.

(g) Again improving the chances of the adversary; why not simply 25 R to Q B sq?

(h) Much better was 28 R to R 2.

(i) Even now R to R 2 would have prevented the disaster, 29 B to Q 4, as proposed by Mr. Minchin, would allow Black to draw the game by 29 R to B 7, 30 Q to B 3, 30 R to B 8 ch, 31 R takes R, 31 Q takes R ch, 32 K to K 2, 32 Q to B 7 ch, &c.

GAME 302.

Game played, by Correspondence, between William Nash, St. Neots, and William Coates, Cheltenham.

Ruy Lopez.

White. WILLIAM NASH.	Black. WILLIAM COATES.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 Castles	5 B to K 2
6 P to Q 4	6 P takes P
7 P to K 5	7 Kt to K 5
8 Kt takes P	8 Kt to B 4 (a)
9 Kt to B 5	9 Castles (b)
10 Q to Kt 4	10 Kt to K 3
11 B takes Kt	11 Kt P takes B (c)
12 B to R 6 (d)	12 B to Kt 4
13 Kt takes P (e)	13 Kt takes Kt
14 B takes B	14 P to Q 4
15 B takes Q (f)	15 B takes Q
16 B takes P	Resigns (g)

(a) 8 Kt takes Kt is the correct move.

(b) If 9 Kt takes B, White forces the game by 10 Kt takes P ch, 10 K to B sq, 11 B to R 6, 11 K to Kt sq, 12 Q to Kt 4.

(c) If 11 Q P takes B, White proceeds with 12 R to Q sq, 12 Q to K sq, 13 B to R 6, winning the exchange.

(d) The first eleven moves of this game are identical with a game between Messrs. Gocher and Gossip, published in the WESTMINSTER PAPERS for December 1872. The move in the text is far superior to Kt to B 3, the move chosen by Mr. Gocher.

(e) The deciding coup.

(f) Better than 15 Q to R 4, 15 Q to Q 2, 16 B to B 6, 16 Q to Kt 5.

(g) The numerical superiority must be decisive in a game played by correspondence.

OUR PROBLEMS REVIEWED.

No. 664, by W. GRIMSHAW.—"Ingenious, but not at all difficult. The position of the Black Q and K B is some drawback. Although wanted to prevent 'cooks,' it is rather disappointing to find that they otherwise exercise so little influence upon the actual solution," H. J. C. A.—"Neat, but rather trivial for a tourney problem," W. Nash.—"Excellent, the first move is especially well concealed," R. W. J.

No. 665, by W. GRIMSHAW.—"The main solution is very pretty, though not hard to discover. The variation arising from Black's playing 1 Q to Q R 3 could, and should, I think, have been either improved upon or stopped out altogether, as White has three ways of proceeding on move 2, viz. by 2 Q to K B 7 ch, 2 Q to Q 5 or Q to Kt 2," H. J. C. A.—"One of the two variations of this problem contains a very bad dual. The solution is obvious," W. Nash.—"The author gives Kt to K 4 as the first move in this problem, whilst all our solvers send 1 Kt to Kt 4. We believe either move is effective, and this fault was probably the cause of the set being disqualified," ED. W. P.

No. 666, by W. GRIMSHAW.—"A very good problem, certainly one of the best in this set," H. J. C. A.—"Exceedingly elegant, and the best problem of the set," W. Nash.—"An ingenious stratagem, in which the first move does not contain all the difficulty," R. W. J.

No. 667, by W. GRIMSHAW.—"If corrected by Black P at K B 6. There is a strong family likeness between this and 665. Apart from duals, I prefer the latter, although the three-mover is undeniable pretty," H. J. C. A.—"A Black Pawn at K B 6 was, unfortunately, omitted from this position," ED. W. P.

No. 668, by W. GRIMSHAW.—"A capital two-mover. The first move is subtle, and the construction highly finished and masterly," H. J. C. A.—"Good, and by no means easy to see through," R. W. J.—"Inferior to the problem immediately following," W. Nash.

REMARKS ON THE SET.—Apart from the rather serious blot pointed out in No. 665, this set is certainly commendable for beauty, and, in many respects, good construction. It is not so remarkable for depth or difficulty, while in four of the five positions the Black Queen is so much out of play at the outset as scarcely to take any effective part in the fray.—H. J. C. A.

No. 669, by J. P. TAYLOR.—"Neat and pretty," H. J. C. A.—"A most beautiful two-mover," W. Nash.—"Very good indeed, an improvement on the general plan, the Black King being remarkably free," R. W. J.—"A rather good two-mover, and appears correct," J. White.

No. 670, by C. A. GILBERG.—"Elegantly designed, though simple," H. J. C. A.—"Exceedingly neat and ingenious, but rather barren of variation," W. Nash.—"The idea is very difficult to discover, the point not being in the first move alone, but in the first two taken together; there are many plausible and deceptive methods of attack," R. W. J.—"Good, one of the best in the set," J. White.

No. 671, by A. C. PEARSON.—"Very good, the best three-mover on the page," H. J. C. A.—"The opposite of 670," W. Nash.—"A very deceptive position, well constructed and worked out throughout all the variations," R. W. J.—"Possessing some interesting points, though rather an easy problem," J. White.

No. 672.—"This problem admits of two solutions, as pointed out by the author, (who proposes to amend it with a Black Bishop at K B sq,) and Mr. Andrews. The other reviewers send the author's own solution," ED. W. P.

No. 673, by J. SCOTT.—"For the juveniles," H. J. C. A.—"Simple," W. Nash.—"Very obvious and easy," R. W. J.—"Good, as illustrating a lesson for beginners only," J. White.

No. 674, by G. J. SLATER.—"Good in the main, but rather weak in the minor variations," H. J. C. A.—"Contains one exceedingly beautiful variation, which fully compensates for the common-place character of the others," W. Nash.—"The best three-mover in the number. I had almost given it up after finding the first move, the correct attack after Black's 1 P to B 5 being very puzzling," R. W. J.—"Contains the best idea of any in the set. The *ruse* to draw P to B 5 is very good," J. White.

No. 675, by D. CLARKE.—"Ingeniously conceived, and ably carried out. By far the best problem by this composer that has come under review," H. J. C. A.—"Very good, the construction being admirable," W. Nash.—"Good, but very straightforward; it is hardly possible to go wrong; the mate is managed very nicely," R. W. J.—"Very easy of solution, and simple in construction," J. White.

No. 676, by Dr. GOLD.—"Dr. Gold has given us so many beautiful problems that he must not be surprised if some of his critics, thus rendered fastidious, pronounce this self-mate considerably below the *golden* standard of the past!" H. J. C. A.—"Somewhat obvious, but very pretty," W. Nash.—"An improvement on the preceeding position, as the idea of the mate is not at all obvious on account of so many displacements of the pieces," R. W. J.—"Much higher in style than many of its class, and rather interesting. The difference in choosing one of two adjacent squares is forcibly shown," J. White.

No. 677, by W. S. PAVITT.—"A pleasing and instructive end-game," H. J. C. A.—"A very poor affair," W. Nash.—"Very ingenious and well constructed. This position puzzled me for a considerable time," R. W. J.—"Interesting, but scarcely deep enough to rank high. Its effect is nevertheless very pleasing," J. White.

WHIST.

A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one lead.

HAND 219.

Score love all.

Z turned up Diamond 6.

	A. Cleve.	X. Chalmers.	B. Belaieff.	Z. F. H. Lewis.
1	♣ ♣ ♣		♣ ♣	♣
2			♠ ♠ ♠	♠ ♠ ♠
3	♣ ♣ ♣		♣ ♣ ♣	♣ ♣ ♣
4	♠ ♠		♠ ♠ ♠	♠ ♠ ♠
5	♠ ♠ ♠			♢
6	♣ ♣ ♣	♡ ♡ ♡	♣ ♣ ♣	♣
7	♡ ♡		♡ ♡	♡
8		♢ ♢	♡ ♡	♡ ♡
9	♢ ♢ ♢	♠ ♠	♢ ♢	♢ ♢ ♢
10		♠ ♠	♡ ♡	♢ ♢
11	♢ ♢	♢ ♢ ♢	♢ ♢	♢ ♢ ♢
12			♡ ♡ ♡	♡ ♡ ♡
13	♣ ♣ ♣ ♣ ♣	♠ ♠	♡ ♡ ♡	♡ ♡ ♡

HAND 220.

Score love all.

Z turned up Heart King.

	A. Solomon.	X. Chalmers.	B. Kusel.	Z. Sir A. Webster.
1	♢ ♢ ♢ ♢ ♢	♢	♢ ♢ ♢	♢ ♢ ♢
2	♢ ♢	♢ ♢ ♢		
3	♡ ♡	♡ ♡ ♡	♡ ♡ ♡ ♡ ♡	♡
4	♡ ♡ ♡	♡ ♡ ♡	♡ ♡ ♡ ♡ ♡	
5	♠ ♠	♢ ♢ ♢ ♢ ♢	♡ ♡ ♡ ♡ ♡	♢ ♢ ♢ ♢ ♢
6		♣ ♣	♣ ♣ ♣ ♣ ♣	♣ ♣ ♣
7	♣	♣ ♣ ♣	♣ ♣ ♣	♣ ♣ ♣
8		♣ ♣ ♣	♣ ♣ ♣ ♣ ♣	
9	♡ ♡ ♡	♠ ♠ ♠	♠ ♠ ♠	♣ ♣ ♣ ♣ ♣
10	♠ ♠ ♠		♠ ♠ ♠	♠ ♠ ♠
11			♡ ♡ ♡ ♡ ♡	♢ ♢ ♢
12	♠ ♠ ♠ ♠ ♠		♠ ♠ ♠ ♠ ♠	
13		♢ ♢ ♢	♠ ♠ ♠ ♠ ♠	

HAND 221.

Played at the Junior Portland Club.

	A. Mr. Hilsen.	X. C. Mossop.	B. Mr. Kusel.	Z. Mr. Kanne.
1	♣ ♣ ♣	♣		♣ ♣ ♣
2	♣	♣ ♣ ♣ ♣ ♣	♣ ♣ ♣ ♣ ♣	
3	♣ ♣ ♣ ♣ ♣ ♣	♠ ♠ ♠	♣ ♣ ♣	♢ ♢ ♢ ♢ ♢
4	♡	♡ ♡ ♡ ♡ ♡	♡ ♡ ♡	♡ ♡ ♡
5	♠ ♠ ♠	♠ ♠ ♠ ♠ ♠	♠ ♠ ♠	♠ ♠ ♠
6	♠ ♠ ♠ ♠ ♠	♠ ♠ ♠ ♠ ♠		♠ ♠ ♠ ♠ ♠
7		♡ ♡ ♡ ♡ ♡	♡ ♡ ♡ ♡ ♡	♡
8			♢ ♢ ♢	♢ ♢ ♢ ♢ ♢
9		♢	♢ ♢ ♢	♢ ♢ ♢ ♢ ♢
10	♣ ♣ ♣ ♣ ♣	♢ ♢ ♢ ♢ ♢	♢ ♢ ♢ ♢ ♢	♢ ♢ ♢ ♢ ♢
11		♢ ♢ ♢	♡ ♡ ♡ ♡ ♡	♡ ♡ ♡ ♡ ♡
12	♠ ♠ ♠ ♠ ♠	♡ ♡ ♡ ♡ ♡	♠ ♠ ♠ ♠ ♠	
13				

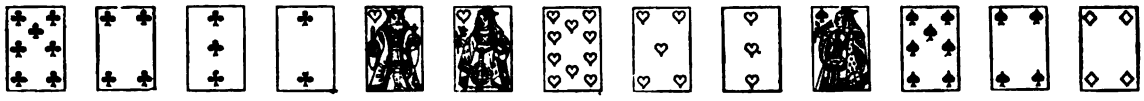
HAND No. 220.

NOTES.—Trick 1.—An eccentric lead. Trick 2.—X plays to bring in the Diamond suit. Trick 8.—A plays to force his partner. Trick 9.—Having believed, a second ago, that his partner had a trump, now he thinks he cannot have one.

DOUBLE DUMMY PROBLEM, No. 113.

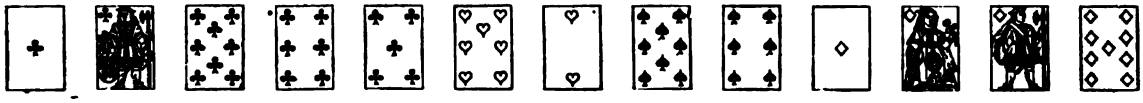
By Mr. F. H. LEWIS.

A's HAND.



X's HAND.

B's HAND.



Z's HAND.

Diamonds trumps. A to lead.

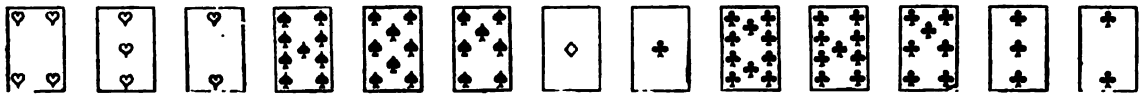
Which side makes the odd trick, and how? The Editor will present Mr. Clay's book on Whist for the best solution of this problem.

WHIST CURIOSITY.—No. 114.

A's Hand.

X's Hand.

B's Hand.



Z's Hand.

Hearts trumps. A had the lead, and A and B made a slam. It was not at Double Dummy.—From "Philadorian."

SOLUTION TO DOUBLE DUMMY PROBLEM, No. 112.

leads Heart 2; won by X.
2. X leads Spade K; won by A.
3. A leads Heart 3; won by B.
4. B leads Diamond; won by A.
5. A leads Heart Knave; B discards Spade; won by Z.
6. Z leads Spade Queen; won by Z.
7. Z leads Spade 10; won by B.
8. B leads Diamond Queen; won by Z.
9. Z leads Club 2; won by A.
10. A leads Heart King, B discards Club; won by Z.
11. Z leads Club 3; won by B.
12. B leads Diamond 5; won by B.
13. B leads Diamond 6; won by B.

WHIST JOTTINGS.

"A LITTLE learning is a dangerous thing," says the proverb, and notwithstanding that we believe a little learning is better than no learning at all, the proverb remains true. We were looking on at Whist, as is our wont, yesterday, when the truth of this was brought home to us. Score 3 all. A led the King of Clubs, which won, followed by the Queen, which won, and Z dropped the Knave. Leader continued with Ace, and X trumped with the 8, and led the 9, covered with 10; Z had King, Queen and two other trumps; he put on the Queen, which won, and he returned the little one. His partner had no more. At the end of the hand, a bystander said to Z, that he, Z, ought not to have returned trumps, but opened his strong suit, to which he replied, "I have always been taught that when my partner trumps, and leads trumps, he is very strong," at which there was general laughter. This gentlemen has played Whist for the last twenty-five years, and played successfully, yet he failed to see that X trumped the Club to save Z's hand. That X thereby showed excessive weakness, instead of great strength. The rule, perfectly sound in itself, that a partner is strong if he trumps and lead trumps, was simply mis-applied or mis-understood, and the little knowledge proved a dangerous thing. Independently of the obvious reason why Z should know that the lead was from weakness, the cards, the 8 and 9, should show something to an observant player, but no; having a rule in his head, he relies on this broken reed, and abandons what, by courtesy, we call his intelligence. Whist teachers certainly have a nice occupation when they get pupils as dense as this. It is very remarkable to see how difficult it is to make some men see the difference between a strong and a weak lead. Yet herein consists one of the most important elements in the game, and one would think it worth while to watch some good players, and try for a few days to master this point. A pupil can have no better lesson, and if he would concentrate his attention on this, as he easily can do when sitting out, he would learn more by this means than almost any other. To do this with effect, he must follow the thread of the game. If he cannot do that, he can never be a Whist player, and he must ask one of the players, who is a good player, and not of a hasty disposition (if such a combination be possible), or a good looker on, how to know whether the lead is from strength or weakness whenever he fails to see the reason himself. In the case just quoted, a Whist player should know that the 9 was the best card in X's hand. A 9 is nearly always a doubtful card, but when the 10 is in your own hand, or has been played on the table, the doubt is converted into certainty. We remember playing with one gentleman for a partner to whom we led the King, and he played the Ace, and he gave as a reason for so doing, that it was the rule for third player to play his highest. Again, a very good rule, but not of universal application; and on another occasion we led an Ace, and our partner trumped it. He said it was a rule for the third player to win the trick if he could do so, perhaps he had Cavendish's witticism in his mind. Placed in a difficult position, Cavendish did not lead out an Ace when he should have done. His partner began to scold for not leading the best Diamond. Cavendish said, he did not know the Ace was the best, on which the bystanders laughed, and the row was stopped. One scarcely expected any fun from such a solemn writer. This is the only joke that he has ever been guilty of, and it is to be hoped that the howling critics will take it to heart, and if they will have reasons for not playing the correct cards always, which no player, living or dead, has ever succeeded in accomplishing, then the reason why we did not lead the Ace is, that we did not know it was the best. We are almost sorry for the joke, because it shows that other ears hear the noise and wrangling that we hear with so much disgust. Whatever else Whist players may be, we can safely say they are not stoics; they fret and fume at the smallest provocation. They quarrel as if their education had been finished under Billingsgate fish wives. They have no control over their manners or their tongues; and what is the use of such talk. Are angry men good guides or critics? Is there any man who would listen to their counsel? and if the counsel were

good, the mistake is made. "All the Queen's horses, and all the Queen's men couldn't put Humpty Dumpty up again." They cry over spilt milk, a course of proceeding hardly to be commended. They lose their temper, and lower themselves in the eyes of their fellows, and if they but reflect they must feel contempt for themselves. It seems useless to write, useless to speak or argue on the subject. There is but one course left, and this must be tried. One of the offenders must be brought before a club committee, and an example made of him. We believe that if one man is thrown overboard, the ship may be saved, and we strongly urge on Whist players to have the courage of their opinions, and bring the first offender to book without more ado; and we urge on committees that leniency has been tried, and failed, and we come to them for succour as a last resource. If the committee have power to expel, we trust they will do so; and if not, we ask them to call a general meeting of their club, to consider the propriety of expelling some roarer (naming him) for conduct unbecoming a gentleman. One letter sent out to the members of any club, stating the object of the meeting, will deter all other offenders from pursuing this abominable practice. The end of punishment is not to hurt or injure an offender, but to deter others from committing like crimes. What club will immortalize itself by throwing over Jonah? It is not one crew, but all the Whist crews in the world will benefit by this one little sacrifice.

Obituary.

WILLIAM ADAM MUNDELL.

Mr. Mundell, son of Sir Walter Scott's friend and legal adviser, commenced his legal education in the office of Messrs. Berridge and Morris, Solicitors, at Leicester. Passed his examination as an attorney, and in 1847 was called to the Bar. Made Q.C. and Bencher of the Middle Temple in 1866. Died 15th ult., aged 60. He soon gave up Circuit, and devoted his talents to Parliamentary practice. In choosing this branch of the profession he did wisely. His commanding presence, his apparent age, bald head, and solemn manner made him better suited to the more refined committees than a common jury. His simple and straightforward statement of his cases did more for his clients than the impassioned speeches and greater eloquence we formerly heard. Suddenly, three or four years ago, his health gave way. An operation of a painful nature was successful, but only for a time. He returned to practice, but his health gave way again and again, and at last he succumbed. He lived an unwholesome kind of life. Took little exercise, and an excessive amount of bed. These are not the causes of his death set out in the medical certificate, but these were the reasons why he did not live to good old age. We knew him best as the Shilling Whist player. Both here and on Circuit he was always successful. At Chess, although an enthusiast, he never became more than a Knight player. But in the Old Divan days Chess was not the solemn matter that it is now. We had fun and frolic then, and a good talker, like Mundell, was appreciated. In private life he was the jolliest companion, and the last time he was out (then how thin and emaciated) we saw him keep a goodly circle in roars of laughter. He certainly lived every day of his 60 years. He was a boy to the last—boy in feelings and tastes, and few would suspect that the bald-headed man in the old fashioned costume which shirt frills denote, who looked so grey and solemn, would enter with zest and gusto into every boyish pastime, or would indulge with the children in jam and pastry, and all those things which children and ostriches alone can digest. He could talk as few of the present day can talk, and the bulk of his friends knew that a supper at which Mundell was to be present would be enjoyable. He was brother-in-law of the late Chief Justice Jervis, and he possessed that learned Judge's library, now in the market. May we suggest to the Corporations of Assize Towns that this is a chance that seldom occurs. It is no great credit to possess a good law library, but it is a disgrace to be without one.

ROBERT MARKES.

Robert Markes was an Artist by profession. To the Whist world he was known as the founder of the Hollywood Club, now upwards of 40 years of age. The club consisted of about ten members. It met at each member's house in rotation, at seven o'clock on a given evening, and broke up at twelve. The points are 1s, and no bets. This is the model on which country clubs should be formed. The winner of a rubber paid 6d, which was applied to fee the servants, and the surplus paid for a dinner to the ladies at Greenwich or Richmond. It was the President alone who prevented members and their visitors breaking the rules all these years. He died on the 26th ult., aged 73. He was also a member of the Socials, which meet at Clunnes, a club that has always consisted of a set of very good fellows.

VINGT ET UN.

In consequence of a remark of Mr. Proctor, in the *Mechanic's Magazine*, 29th May, we have calculated the exact chances by which the first player at Vingt-et-un should be guided. We do not think that Mr. Proctor fully realised the complexity of the problem. The following tables are required rightly to form a conclusion. The first shows the number of hands possible to dealer, omitting naturals, when the players are not given the chance of drawing, and if he makes up his mind to draw under 17 the number of times he will overdraw and reach the various scores. The other tables give the number of hands in which he arrives at any point between 17 and 21 when he draws more than once.

Table I.—Result of First Drawing.

All the figures in this and the three following tables to the right of the first two columns are multiplied by 13 to avoid fractions. The division is made afterwards.

		overdrawn	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
20	136																	
19	80																	
18	86																	
17	96																	
16	102	816	102	102	102	102	102											
15	112	784	112	112	112	112	112	112										
14	118	708	118	118	118	118	118	118	118									
13	128	640	128	128	128	128	128	128	128	128								
12	118	472	118	118	118	118	118	118	118	118	118							
11	64		256	64	64	64	64	64	64	64	64	64						
10	54		54	216	54	54	54	54	54	54	54	54						
9	48			48	192	48	48	48	48	48	48	48	48					
8	38				38	152	38	38	38	38	38	38	38	38				
7	32					32	128	32	32	32	32	32	32	32	32			
6	22						22	88	22	22	22	22	22	22	22	22		
5	16							16	64	16	16	16	16	16	16	16	16	
4	6								6	24	6	6	6	6	6	6	6	6
		3420	888	906	926	928	932	816	692	544	398	280	162	114	76	44	22	6

Table II.—Result of Second Drawing.

		Overdrawn	21	20	19	18	17	16	15	14	13	12	11	10	9	8
16	816	502·15	62·77	62·77	62·77	62·77	62·77									
15	692	372·62	53·23	53·23	53·23	53·23	53·23	53·23								
14	544	251·07	41·85	41·85	41·85	41·85	41·85	41·85	41·85							
13	398	153·07	30·62	30·62	30·62	30.62	30·62	30·62	30·62	30·62						
12	280	86·15	21·54	21·54	21·54	21·54	21·54	21·54	21·54	21·54	21·54					
11	162		49·85	12·46	12·46	12·46	12·46	12·46	12·46	12·46	12·46	12·46				
10	114		8·77	35·07	8·77	8·77	8·77	8·77	8·77	8·77	8·77	8·77				
9	76			5·85	23·38	5·85	5·85	5·85	5·85	5·85	5·85	5·85	5·85			
8	44				3·38	13·54	3.38	3·38	3·38	3·38	3·38	3·38	3·38	3·38		
7	22					1·70	6·77	1·70	1·70	1·70	1·70	1·70	1·70	1·70	1·70	
6	6						·47	1·85	·47	·47	·47	·47	·47	·47	·47	·47
		1364·07	268·62	264·92	258	252·3	247·7	181·23	126·62	84·77	54·15	32·62	11·38	5·54	2·15	·47

Table III.—Result of Third Drawing.

		Overdrawn	21	20	19	18	17	16	15	14	13	12	11	10	9	8
16	181·23	111·53	13·24	13·94	13·94	13·94	13·94									
15	126·62	68·18	9·74	9·74	9·74	9·74	9·74	9·74								
14	84·77	39·12	6·52	6·52	6·52	6·52	6·52	6·52	6·52							
13	54·15	20·83	4·17	4·17	4·17	4·17	4·17	4·17	4·17	4·17						
12	32·62	10·00	2·50	2·50	2·50	2·50	2·50	2·50	2·50	2·50						
11	11·38		3·30	·88	·88	·88	·88	·88	·88	·88	·88					
10	5·54		·42	1·70	·42	·42	·42	·42	·42	·42	·42	·42				
9	2·15			·19	·65	·16	·16	·16	·16	·16	·16	·16	·16			
8	·47				·04	·16	·04	·04	·04	·04	·04	·04	·04	·04		
		249·66	42·75	39·18	38·37	38·37	38·37	24·43	14·67	4·00	1·50	·57	·20			

Table IV.—Result of Fourth Drawing.

		Overdrawn	21	20	19	18	17
16	24·43	14·04	1·88	1·88	1·88	1·88	1·88
15	14·67	7·90	1·13	1·13	1·13	1·13	1·13
14	4·00	1·86	·31	·31	·31	·31	·31
13	1·50	·57	·11	·11	·11	·11	·11
12	·57	·18	·04	·04	·04	·04	·04
		24·55	4·15	3·17	3·47	3·47	3·47

We must now add together the totals under the various columns, and divide, by 13, as under :—

Table V.—Final result when dealer draws below 17.

	Overdrawn	21	20	19	18	17	
1st table	3420	888	906	926	928	932	result of first drawing.
2nd table	1364·07	268·62	264·92	258	252·3	247·7	result of second drawing.
3rd table	249·66	42·75	39·18	38·37	38·37	38·37	result of third drawing.
4th table	24·55	4·15	3·47	3·47	3·47	3·47	result of fourth drawing.
Total	5058·28	1205·51	1213·45	1225·84	1222·14	1221·54	ultimate result of drawing below 17.
Divided by 13	389·1	92·7	93·34	94·3	94	94	out of all the hands made by first two cards below 17.

We must now add the numbers of the hands from the first table, in which the dealer stands on his first two cards, which will give us the total number of hands the dealer will hold in each series of 1,326 hands, omitting the naturals. Disregarding the fractions, he will have overdrawn 389 times; he will draw twenty-one 93 times, twenty 230 times, nineteen 174 times, eighteen 180 times, seventeen 190 times, making in all 1256, or all the possible hands, naturals omitted.

We have now the preliminary information which must guide the first player as to whether he will draw or not. If he stands under eighteen, he must pay the dealer whenever the latter does not overdraw. His chance by standing is, therefore, $\frac{389}{1256}$, or about 5 to 2 against him. If he draw at 15, the chances are as follows :—

7 out of each 13 cards will make him overdrawn and in 93 cases he must pay double for 21, only in the cases he does not overdraw. When the player gets to 21 we have taken account of his double chance.

Overdrawn		For dealer	For player
	7 × 1256	8792	
16	867 + 93 to 389	960	389
17	867 + 93 to 389	960	389
18	677 + 93 to 389 + 190	770	579
19	497 + 93 to 389 + 190 + 180	590	759
20	323 + 93 to 389 + 190 + 180 + 174	416	933
21	93 to 2 + 1163	93	2326
		12581	5375

This chance is as nearly as possible ·3, while the chance of standing is ·31. It is, therefore, of little practical consequence whether the player does or does not draw at 15.

ECARTÉ.

Our series of articles will be continued next month. In answer to several correspondents, we reply generally. The table is to be read in this way. In the first case calculated the leader has three trumps, and one is turned. To find in how many hands D will have one, two, three or all four trumps you must look to the table in the column "out of four named cards," namely, the four trumps left. He will have all four, according to the table 22 times and 3—924 times. Now these added together make 946, as we have given it in the line, Three or more trumps (see table).

The last line gives the number of hands in which he has no trump directly from this column of the table. In the other cases, where leader has only two trumps, there are five among the unknown cards, and you must take the next column of the table and add together the number of times when he will have three trumps or four or all five :—

5 Trumps	1
4 Trumps	105
3 Trumps	2100
	2206

This gives the number opposite the line "3 or more trumps" (see table) in all cases where the leader has two trumps.

ANSWERS TO CORRESPONDENTS.

We again request out correspondents and exchanges to address the Editor, care of W. W. Morgan, 67 Barbican, London, and not elsewhere, or to any one supposed to be connected with the Papers.

CHESS.

J. P. (Bedford)—The composer named is known to us through his problems. Some of his compositions are remarkably fine. We are glad to learn that your work is progressing so well. The correction you point out has been made.

B. S. BARRETT (Brooklyn).—Accept our best thanks for your kind letter, and the problem accompanying it. The missing copies have *not* come to hand.

E. F. (Hull).—Thanks for your letter. The problems are held over as desired.

J. B. (Gratz).—We have complied with your request. Thanks for your good wishes.

G. B. VALLE (Spezia).—We have sent your letter in explanation through the post.

R. W. J. (Lancaster).—Thanks for the problem. Time deals hardly with most of us, but there does seem a special hardship in the case you point out. We shall not forget it.

W. T. C.—Owing to our absence from town, the game has been overlooked. It shall appear next month.

R. W. J.—Both your last problems appear incorrect, the 5 mover having a solution as follows :—

1 Kt to Q 5 dis ch	1 K to Q 3 best
2 B to Q Kt 4 ch	2 K takes P
3 Q to Q R 6 ch	3 Aught
4 Mates	

And the 4 mover, after the first move, can proceed :—

2 Q takes Kt ch	2 Q takes Q
3 Kt mates	

J. SCOTT.—Your 5 mover can be solved thus :—

1 K to K R 4	1 P to Q B 4
2 B takes P	2 P to K R 4
3 B to Q B 4	3 P to K R 3
4 Kt to K 2	4 P Queens
5 Kt mates	

Your own solution is very clever, and we shall be glad to see it perfected.

S. H. T.—Thanks for problem, which shall have due honours. It seems all right now, at least so far as we have had time to examine it.

WHIST.

J. P. (Somerset Club, Boston, U.S.).—If we had four trumps and three suits of three, each headed by the Queen, we should lead a trump.

LEGER.—The person you name is a common informer.

O. E. C.—We know nothing about it, except what we saw in the *World*. He may have lost £30,000, and it is probable that something of the sort took place, for the *Pall Mall* indulged in an occasional note on the subject on the 8th ul. Why should we say anything about a loss at cards, when we could not write of a loss on the stock exchange?

J.—You are quite at liberty to explain your part in the transaction if you played any- our columns are open to you. We have nothing to retract. We think a lie is a lie; and a lie that is half a truth is the blackest of lies! Yours was not the blackest of lies, on this principle,—because it did not contain half a truth.

A.—The average points of rubbers is 5·44, according to Professor Pole.

STUDENT.—The article by Rummens, and those by "A Meltonian," which appeared in the Philidorian, were written by Mr. Geo. Walker, the eminent Chess player, and the author of works on Cribbage and Dominoes.

W. D. R. (Liverpool) *Exposed Cards; playing several cards without waiting for others to play.*—Is a player who plays out 4 or 5 cards consecutively (the said cards being winning cards, in the order played), without waiting for the others to play, absolved from the penalty of having the said cards called, which he would undoubtedly have exposed himself to had he laid the said 4 or 5 cards on the table? If so, how is the decision reconciled with the rule which distinctly states that the remainder of the cards so played are exposed cards, and must be left on the table?—*Ans.* The case seems provided for by law 57. If the cards are all winning cards, there is no penalty. No harm is done, but if the player's partner can win any one of the tricks he can be called upon to do so. Thus, if all the trumps are out but one, and that is in the partner's hand, and the leader plays out Ace, King, Queen, Knave of a plain suit, the partner can be called on to win the first trick to which he does not follow suit by trumping, and the cards then left on the table are exposed cards.

A. W. K. (*Revoke—Cards thrown down*).—A and B play against X and Z. The former are at the score of 2. They have 5 tricks up, and they have shown 2 by honours; Z throws down his hand. None of the others do. A leads Spade 10, X plays Diamond 9 (trump), B plays and calls one of the exposed cards from Z. X says to Z, "Oh! of course if you will play like that, we must lose the game." B asks X to gather and turn his trick, and instead of doing so he throws down his cards, when it is found he has a Spade. B claims a revoke. Z says, "You cannot have a revoke, I have given up the game." X says, "I have never heard of such a thing, I only played the Diamond 9 to show that I had the best trump left." How is this?—*Ans.* Z cannot prevent X from revoking by throwing down his cards. He cannot abandon the game. He cannot force X to put down his cards. As to X we cannot accept his answer. Another time he had better not play the best trump to show that he has it. He has not followed suit when he could have done so, and he has subsequently thrown down his cards, and it was his lead. The throwing down the cards has for many years been held to be an act of play, and the combination completes a revoke. We must judge men by their acts, and not by their intentions.

A MODERATE PLAYER (Junior Portland).—The points are 5s. Table bet £2. Other bets optional. It is desired to keep the betting moderate, both in the interest of the individual member and of the Club itself. High betting always means ruin to a Club. The committee cannot treat the members as babies, and forbid them to do this and that. All that can be done is to appeal to the individual members to be moderate, not for themselves alone, but to save other and poorer men being drawn into the vortex and ruined.

J. (Union Club) *Hunt's Playing Card Manufacturing Company Limited.*—No shares have been offered to the public. No prospectus was issued. Shares will no doubt come into the market, from one cause or another, and we shall probably hear sooner than any one else what shares there are for sale. If you or any of our friends like to give us an order to buy, we will keep a list of such proposed buyers, and send notice to each person on the list of any shares for sale. £8 per share has been paid, and the nominal value is £20.

ECARTÉ.

MAX.—Is there any penalty for exposing a card at Ecarté?—*Ans.* We think not; Ecarté is not a game of surprise. The opponent is not injured by seeing one of your cards, on the contrary, he his benefitted by it.

S.—A proposes, B accepts and throws out 4 cards for his discard. He gives his adversary the cards asked for, takes in his own, and then looks at his own cards, and finds he has by mistake thrown out the trump 10 and kept a small card in a plain suit. He looks at his discard, and proposes to take back the trump 10. Can he do so?—*Ans.* The cards put out cannot be looked at. The mistake cannot be rectified, and Bohn says the cards must be played face upwards.

The Westminster Papers.

1ST SEPTEMBER 1875.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE Congress of Chess players, under the auspices of the Counties' Chess Association, was opened at Glasgow on the 2nd ultimo, and terminated on the following Saturday. The week's play comprised a contest for the provincial championship, symbolised by a silver cup; a Handicap tourney, open to all comers; an International match, England (excluding London) v. Scotland, besides the usual tournies for amateurs of the second and third classes. A liberal expenditure of money by the Glasgow Chess Club, and the hospitality of individual members, secured the attendance of several leading London players to take part in the Handicap Tourney, and the entries for the Challenge Cup of the Association included the names of most of the leading provincial amateurs.

The Challenge Cup Tourney terminated in the victory of Mr. B. W. Fisher of Cheltenham, who carried off the honours without losing a game. The following is the full score. Drawn games count a half to each player.

	Won	Lost	Drawn	Score		Won	Lost	Drawn	Score
Mr. Fisher	10	0	1	10½	Mr. Wayte	3	4	4	5
Mr. Burn	9	2	0	9	Mr. Andrews	4	6	1	4½
Mr. Archdall	4	3	4	6	Mr. Skipworth	3	5	3	4½
Mr. Jenkins	6	5	0	6	Mr. Coker	3	6	2	4
Mr. Minchin	6	5	0	6	Sheriff Spens	1	8	2	2
Mr. Ranken	4	5	2	5	Major Martin	0	10	1	½

The Handicap Tourney was not played out. Messrs. Burn and Blackburne divided the first and second, and Messrs. Ranken and Archdall the third and fourth prizes.

In the course of the week, Messrs. Steinitz and Zukertort displayed their powers in blindfold play against each other, and a game for a small prize was arranged between Messrs. Bird, Blackburne and Macdonnell on the one side, and Messrs. Steinitz, Zukertort and Burn on the other.

This game, which was won by the last-named players, appears in another part of the present number.

The following report of the annual dinner is taken from the *Glasgow Weekly News* :—

On Friday evening the members of the Association and a number of invited guests met in the Waverley Hotel, Sauchiehall Street—Sheriff Spens presiding. After the usual loyal toasts, the Chairman, in proposing the toast of the evening, "Prosperity to the British Counties' Chess Association," coupled with the name of Mr. Skipworth, said he was sure they all regretted the absence from the chair on that occasion of the president of the Association, Lord Lyttelton—a most eminent and distinguished nobleman. (Hear, hear.) After paying a tribute to Lord Lyttelton as a master of Chess and as a scholar, the Chairman proceeded to say that at the present meeting one or two new features had been introduced which he had no doubt would prove of advantage to the British Counties' Chess Association. One of these features was the International match between Scotland and England; and while some of the Scotch players had not shown so brilliantly as it was believed they would, still they had so far redeemed themselves as to beat England—to use a common expression—by the skin of their teeth. (Laughter and applause.) He coupled the name of the toast with the name of Mr. Skipworth—one of the most distinguished members of the club, and a gentleman to whom they were indebted, perhaps more than to any other, for the origination of the idea and the carrying on the work of the Association for a number of years. (Applause.) Mr. Skipworth having made an appropriate response, a number of other toasts were drunk, and the proceedings terminated by a vote of thanks to the chairman.

We have received the following letter from Mr. Abbott :—

To the Editor of THE WESTMINSTER PAPERS.

SIR,—In reference to my assertion, in my letter in the June number of THE WESTMINSTER PAPERS, that so far as I was personally aware the set "Es est ja so schwer" was never submitted to the judges, I beg to state that I have now every reason to believe that they were shown in Committee, although it has entirely escaped my memory.

I am, Sir, yours faithfully, J. W. ABBOTT.

We are induced to publish the above letter from our esteem for the writer, and not from any belief that it will have the slightest interest for the public. Whether the manager of the Association did or did not "show" the

problems in Committee, does not affect the question of their rejection, and that is the act of which the author and his friends complain.

A correspondent, under the initials J. M. C., asks us to give "in our next number, an account of the origin of Chess. Any one who knows of the thousand and one guesses at the origin of Chess, will be amused, as we are, at a request to settle such a point in an off-hand paragraph. As our correspondent seems in earnest, however, we recommend him to read Dr. Forbes' work on the subject. He will there learn that the invention of Chess has been claimed for the Egyptians, Persians, Arabians, Hindus, Americans, Irish and Welsh. For Queen Semiramis of Babylon; and for Zenobia, Queen of Palmyra; for Xerxes, a philosopher; Palamedes, a prince; and for a nameless shepherd of Scythia, besides a host of others.

For the following account of Chess in Hull we are indebted to a correspondent:—

The Chess players of Hull have been unusually quiet durng the past month, in consequence of the many counter attractions of Cricket, Sea-side visits, &c., &c.

Mr. G. W. Farrow, an enthusiastic and distinguished lover of the Royal Game, engaged to play eight members of the Church Institute Chess Club simultaneously. The contest took place in the Chess room of the Club, at Albion House, on the 6th ult. Messrs. D. Little and H. Stonehouse, won their respective games, Messrs. J. Crake and D. Sargent each drew a game, and Messrs. W. W. Bean, D. Herman, H. C. Mills, and J. T. Palmer, succumbed to their chivalrous adversary. The result—4 won, 2 drawn, and 2 lost, was very good, considering that the above was Mr. Farrow's first attempt at "simultaneous" playing. Other simultaneous matches will be arranged at intervals, and in addition to the ordinary matches, Mr. J. Wisker, of London (who was taught Chess by a member of the above Club), has kindly consented to play 20 members of the Church Institute Club, during his expected visit to Hull this month, and the Rev. A. B. Shipworth, Horncastle, will probably play 12 members simultaneously during the coming winter. The return match between 12 members of the Church Institute Club, and 12 players of Grimsby and neighbourhood, has been arranged to take place in Grimsby on the 4th inst.

The Championship Chess Tournament at the Young People's Institute, is progressing very satisfactorily. Twenty-four players entered, and were paired by ballot. The first round was very rapidly gone through, and was devoid of brilliant skirmishes, as most of the winners met with easy opponents. In the second round, four weak players were, by a strange fatality, paired with strong players, and the consequence was that Messrs. R. H. Philip, W. Steventon, G. Thorpe, and J. W. Walton, won two games each. Messrs. H. Stonehouse, and J. Gregson have not yet played their games, and Messrs. G. Gresham and J. T. Palmer have played two games, each of which lasted over 100 moves, and eventually ended in a draw, so that they have once more to test their calculating and stratagetical powers.

The Hull Chess Club commence their Winter session about the 13th inst. Some little difficulty is being experienced in procuring a suitable room for the members of this club to practise in.

On the 4th ultimo, Herr Hoffer conducted eighteen games, against that number of players, simultaneously, at the rooms of the City of London Chess Club. Herr Hoffer won fourteen games, lost three, to Messrs. Bussy, Herzfeld, and Morian, and drew against Mr. Israel.

A correspondent informs us that the second friendly match between Messrs. Minchin and Thorold was concluded on the 21st ultimo, at the Clifton Chess Club, the result being, Thorold 11, Minchin 5, and no drawn games.

The *Huddersfield College Magazine* contains a characteristic letter of Alexandre, the compiler of the "Beauties of Chess," and several other works. It is amusing to note that the compiler appears to have considered the Knight's Tour one of the chief "beauties" of the book.

The *Nordisk Skaktidende* comes as a double number for July and August, and is fully up to the usual standard of that ably conducted journal.

Chess players on this side of the Atlantic are beginning to entertain the gloomiest forebodings on the subject of the proposed Centennial Tournament at Philadelphia, next year. It is feared that the differences known to exist between the management of the National Association and the members of the Philadelphia Chess Club are becoming chronic, and an impression prevails that an International Congress at Philadelphia without the co-operation of the Philadelphia Club is an impossible undertaking. Their misgivings are natural, and will be confirmed by an announcement from the governing body of the Philadelphia Chess Club, that they propose to organize a Centennial tourney, to be conducted during the period of the Exhibition. We shall not presume to offer advice to our American brethren, but we sincerely hope some scheme may be devised which shall secure the co-operation of all American Chess players.

The *Dubuque Journal*, a double number for August and September, is at hand. It contains a biographical notice of Mr. Loyd, the eminent Problem composer. The following extract will be interesting to English composers:—

Samuel Loyd was born in Philadelphia, on the 30th day of January 1841. He is now living in Florence, N.J., having passed the greater part of his days, so far, in various country places, principally within the State of New Jersey. During the Morphy excitement he resided in New York city.

Mr. Loyd belongs to a family of Chess-players; an elder brother, Mr. Thomas Loyd, was a fine player, and Mr. Isaac S. Loyd jun. is a problematist of some skill. Samuel obtained his first knowledge of the game at Bordentown, N.J. when quite young; indeed, a Chess board is almost the first thing of which he has any very distinct remembrance. He began the composition of problems at the age of fourteen, his first position appearing in the N. Y. *Saturday Courier* for 14th April 1855. He has composed in all nearly three hundred problems, most of which may be found in the book—American Chess-Nuts.

Many of his problems were originally published under *noms de plume*, of which Mr. L. has employed some dozen or more. In addition, a large number of positions published anonymously, or under the names of other composers, have been so amended and altered by him, as to belong more to him than to any body else.

Mr. Loyd has been very successful in all the Problem Tourneys he has entered; carrying off the prizes in the *Saturday*

Courier, February 1856,—(only prize) *Frank Leslie's* First (Fuller's) Tourney, 1856 (first and second prizes).—*Chess Monthly* Tourney, 1857 (first and second prizes).—Second *Albion* Tourney, 1858, (only prize).—*American Union* Tourney, 1858 (first and second prizes).—He also won the second prize at the Paris Chess Congress Tournament in 1867.

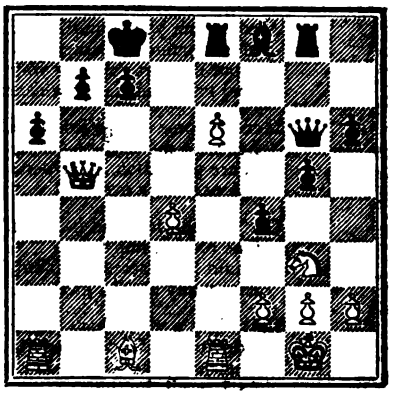
The problem department of the *New York Chess Monthly* during the first and last years of its existence was under his supervision; and he had charge of the same department in the short-lived *Gambit*.

At one time he commenced to give anonymously, in the *Saturday Press*, weekly criticisms upon the problems appearing in other papers; but the peculiar manner in which he was obliged to notice his own productions soon led to the discovery of the critic, upon which the series were discontinued.

In February 1852, he began a Chess Column in the *N. Y. Musical World*, which lasted until the discontinuance of that paper. He has since edited columns in the *N. Y. Illustrated News*, the *Household Journal*, and *Porter's Spirit of the Times*; but he appears now, we regret to say, to have abandoned Chess altogether.

The position in the margin is extracted from the ever fresh Chess column of the *Hartford Times*. It represents the end of a correspondence game between Mrs. Gilbert of Hartford, and Mr. Berry, at a point where the lady announced a mate in nineteen moves! We desire to signalize this remarkable performance by offering a copy of Mr. Bird's "Chess Masterpieces" for the best analysis of the position.

MR. BERRY.
BLACK.



WHITE.
MRS. GILBERT.

The problem tournament of the *Toronto Globe* has been brought to a conclusion, and the judges, Mr. Charles A. Gilberg, of Brooklyn, and Mr. E. B. Cook, have awarded the prizes in the following order:—1st Mr. J. A. Russell, 2nd F. T. J., 3rd R. O. B. T. It is worth noting that this is, so far as we are aware, the first occasion on which prizes have been awarded to anonymous competitors in a problem tourney.

The August number of the *Globe*, an illustrated monthly, published at Buffalo, announces the conclusion of the Buffalo Tourney, in which there were twenty competitors. The first prize was won by Mr. Ensor.

Adelaide Chess is in a bad way this winter. The *South Australian Chronicle* thus describes Caïssa's shrine in that city:—

ADELAIDE CHESS CLUB.

"I heard the owl scream, and the crickets cry."

The members of the above-mentioned lively institution still make no sign, although the annual tournament should have been arranged before this, if only on account of the champion cup which is connected with it. Even anything like regular practice there has been none for some time past. Indeed, players' visits to the Club are so few and far between that it can hardly be wondered at if the purpose for which the room is supposed to be set apart should be sometimes lost sight of, as in a recent instance, when the nervous susceptibility of a member received a rather severe shock, in this wise. Finding himself in somewhat of a combative humour, he wended his way to the Club, in the forlorn hope that some one would turn up for a game. Finding the room enveloped in customary obscurity, he proceeded to light up the gas, when his astonished gaze fell upon an uncouth figure, lying on the floor, surmounted by a head of Ethiopian duskiness.

The brow was swart; the eyes beneath
Gleamed white, and whiter gleamed the teeth;
And plaintively half said, half sung,
The accents of an unknown tongue—
"HI WI fella."

"Angels and ministers of grace defend us," gasped the startled worshipper at Caïssa's shrine; "the abomination of desolation has surely taken possession of the sacred place." Need we add that the sacred visitor stood not upon the order of his going, but straightway departed, his thoughts curiously reverting to the wierdly suggestive quotation which serves as a sort of text to these lines.

In Melbourne things are more satisfactory, and the Cup Tournament is making fair progress.

In Sydney the players are lamenting the lack of enterprize in Adelaide which deprived them of their annual match on the Queen's birthday.

THE LIONS AND THE BORES.

BY A BLIGHTED COMPOSER.

PITY a poor composer's grief,
Whose heart is very sore;
Where'er I roam, what e'er perform,
I feel myself a bore.

Some little problems I have made,
Some others keep in store,
But dare not, at the club, display,
Lest angry lions roar.

My problems—Blazes vows are "bosh,"
My notions arrant "stuff,"
(Great Blazes, famed for mingled feats
Of Chess and blind man's buff!)

Strange, that such difference should be
Betwixt Caissa's scions!
That while composers all are bores,
The players all are lions.

Oh happy band of lions tame,
That ne'er each other mangle,
But live in perfect unity,
Nor quarrel know nor wrangle!

A roar from you is music's self,
Most leonine of friskers!
'Tis but in sport you wag your tails,
And bristle manes or whiskers.

Men welcome you to festive boards,
But wish me at the d——l;
You are perfection, I, at best,
"A necessary evil."

Oh! if kind fate had fashioned me
One of that lion tribe,
I should have 'scaped profound remorse
And many a cruel gibe.

Last night a vision haunted me,
I dreamed a fearful dream!
My hair still stands straight up on end
As I recall the theme.

Methought new problems I set up
(Ensconced in club's warm nooks),
And Blazes chased me out from thence,
And pelted me with Rooks.

My life's a weary burden now,
I dare not show my nose
In Doctor's Commons, all the clubs
Their doors to me will close.

I think of hiring a balloon,
For change of air and diet,
Perchance a journey to the moon
May yield me piece and quiet.

But, hold! Suppose "the man" up there
Should happen Chess to play,
And *blindfold* me, when I arrive,
"Heaven's gambits" to essay.

Oh dreadful thought! No! Let me bear
With patience my sad fate,
Nor seek in air, or ocean's depths,
A suicidal mate.

Pity a poor composer's grief,
Whose heart is very sore;
Where'er I roam, what e'er perform,
I feel myself a bore.

TUSCARORA.

OUR PROBLEMS REVIEWED.

No. 678, by J. BERGER.—"A very beautiful problem, worthy of the composer and the occasion. The escapes from other solutions are instructive and entertaining," H. J. C. A.—"The best problem in the number, difficult, elegant, and well constructed, and possesses unusual variety," R. W. J.—"A beautiful and difficult problem. The rendering the Knights effective by sacrificing the Queen is exquisitely conceived and carried out," W. Nash. — Messrs. Andrews and Johnson, however, appear to have made a serious mistake in the main solution, as they propose the following continuation of the attack after the defence of 1 K takes P, viz., 2 Kt to K B 6 ch, 2 Q to Q 5, 3 Kt takes Q B P ch, upon which if 3 B takes Kt, we see no mate next move, Ed. W. P.

No. 679, by A. C. PEARSON. — "Good and accurate," H. J. C. A.—"Very fair, but easy," R. W. J.—"Very pretty and ingenious," W. Nash.

No. 680, by G. J. SLATER.—A capital two mover. Black has 16 replies, and for 15 of these White might have as effectively commenced by starting his Rook elsewhere (to R 2 in lieu of R sq). This circumstance makes White's 1st move rather hard to discover," H. J. C. A. — "The best two mover, a capital attempt to improve upon the general style, viz., of having a White piece guarding every Black piece ready to mate if the Black piece stirs," R. W. J.—"Very cleverly constructed," W. Nash.

No. 681, by J. P. TAYLOR.—"Pretty, but the threatened check of the Black Bishop should have been avoided, as it renders White's course of action too palpable," H. J. C. A.—"Easy, on account of the threatened check with Black Bishop," R. W. J.—"Rather feeble in comparison with the two preceding positions," W. Nash.

No. 682, by CHARLES A. GILBERG.—"In all respects a masterly stratagem. It may be easy to see that the White Bishop should depart on a mission somewhere, but whether or not to distant climes is by no means so evident," H.J.C.A.—This problem does not admit of a solution if Black plays 1 Kt to B 2, as pointed out by Messrs. Nash and Johnson, Ed. W. P.

No. 683, by ROBERT BRAUNE.—"An attractive position, with a very elegant and symmetrical solution," H.J.C.A.—"Poor, and wanting variation," R.W.J. — "Exceedingly pretty," W. Nash.

No. 684, by Dr. GOLD.—The White Queen at K R sq should have been a Black one; an unfortunate misprint, which mars a very elegant problem, Ed. W. P.

No. 685, J. PIERCE.—"The main solution is pretty and ingenious, and, from the open character of the position and the many possibilities of attack, may puzzle some of its solvers," H.J.C.A.—"A good problem, with plenty of variation, and in which the *modus operandi* is not at all obvious; next in rank to 678, though I had preferred 682 had it been correct," R.W.J.—"Very ingenious, but the attack is too monotonous to be pleasing," W. Nash.

PROBLEMS.

PROBLEM No. 686.—By J. W. ABBOTT.

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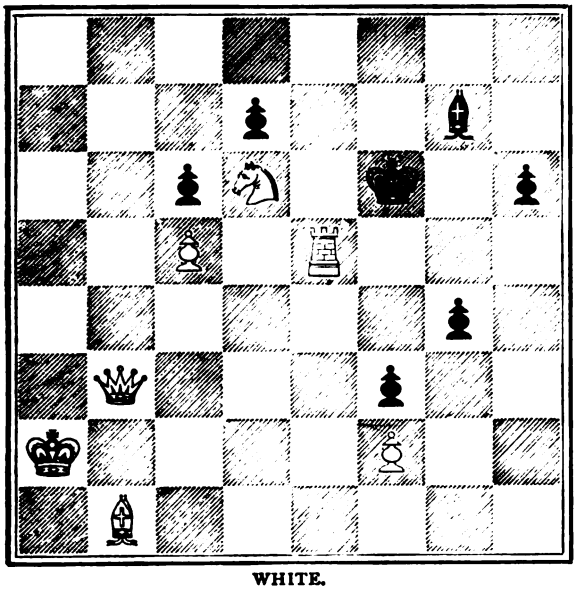

WHITE.

White to play and mate in three moves.

PROBLEM No. 687.—By A. CYRIL PEARSON.

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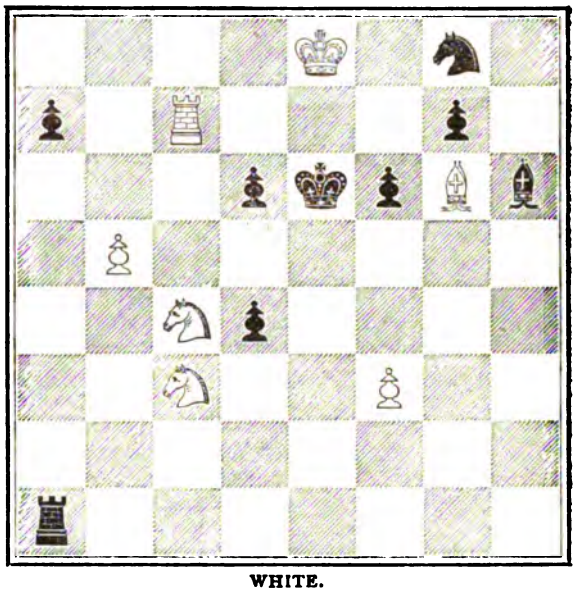

WHITE.

White to play and mate in three moves.

PROBLEM No. 688.—By GEO. E. CARPENTER.

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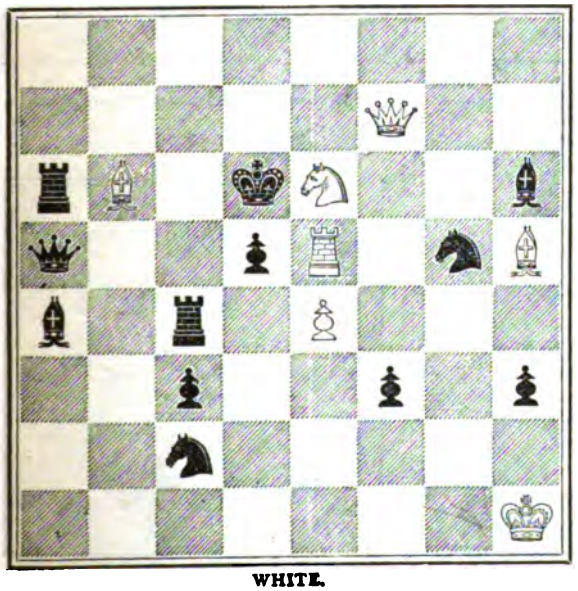

WHITE.

White to play and mate in four moves.

PROBLEM No. 689.—By S. H. THOMAS.

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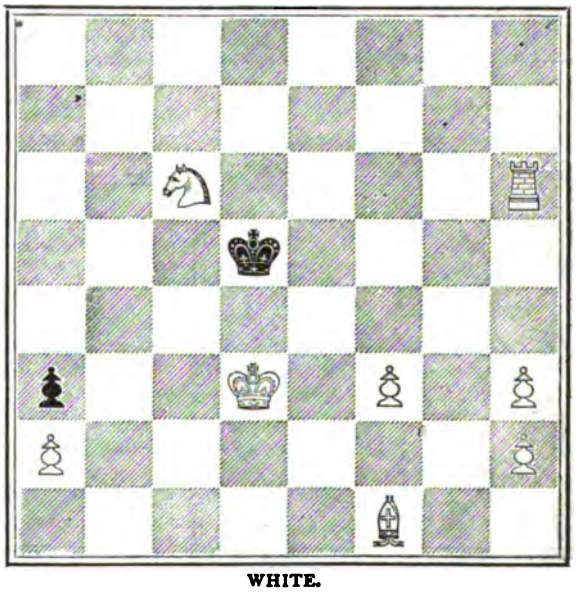

WHITE.

White to play and mate in four moves.

PROBLEMS.

No. 690.—By T. W. Mannindale.

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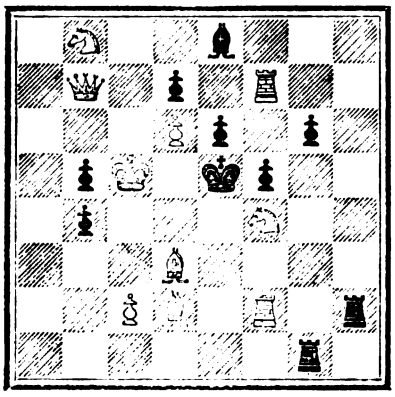

WHITE.

White to play and mate in two moves.

No. 691.—By W. T. Pierce.

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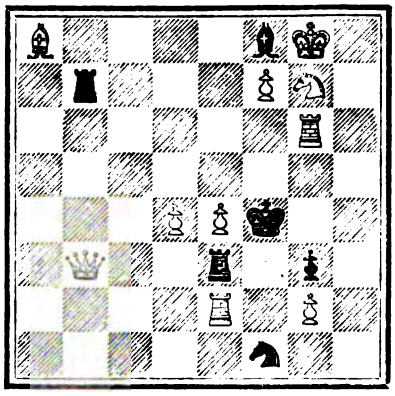

WHITE.

White to play and mate in two moves.

No. 692.—By Dr. Gold.

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WHITE.

White to play and mate in two moves.

No. 693.—By P. Richardson, Williamsburg, U.S.

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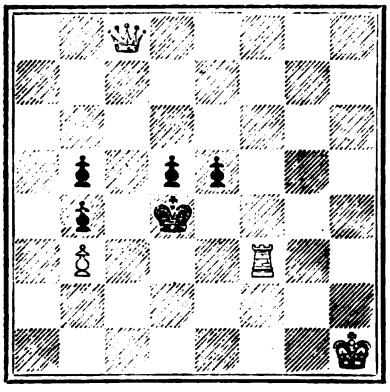


WHITE.

White to play and mate in three moves.

No. 694.—By George J. Slater.

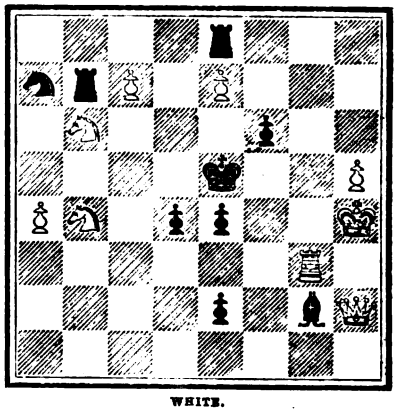
BLACK.

WHITE.

White to play and mate in three moves.

No. 695.—By Robert Braune.

BLACK.



WHITE.

White to play and mate in four moves.

No. 696.—By H. James.

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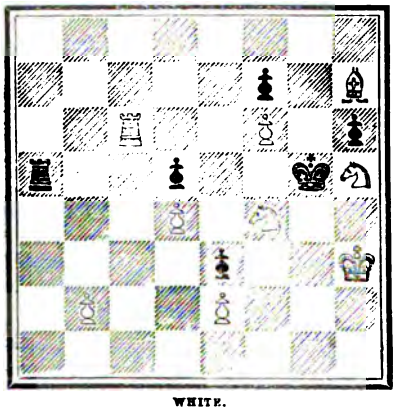
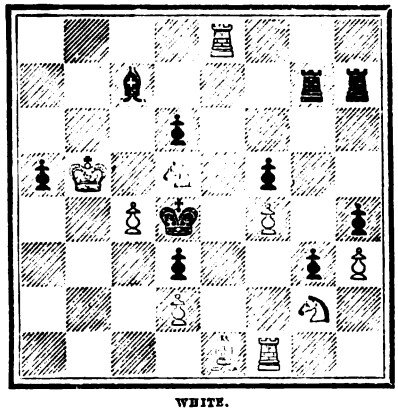


WHITE.

White to play and mate in four moves.

No. 697.—By James Pierce.

BLACK.

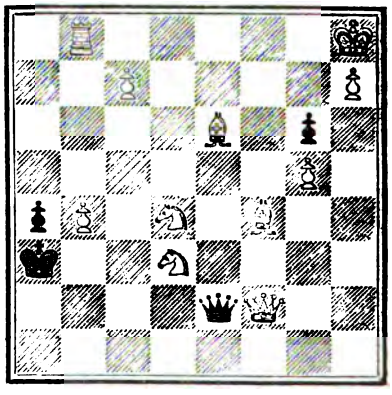


WHITE.

White to play and mate in four moves.

No. 698.—By R. W. Johnson.

BLACK.



WHITE

White to play and compel self mate in seven moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 303.

Evans Gambit.

Played in the Corporation Galleries, Glasgow, the 6th August 1875.

White. BURN, STEINITZ and ZUKERTORT.	Black. BIRD, BLACKBURNE and MACDONNELL.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes Kt P
5 P to B 3	5 B to B 4
6 Cast'es	6 P to Q 3
7 P to Q 4	7 P takes P
8 P takes P	8 B to Kt 3
9 Kt to B 3	9 B to Kt 5
10 B to Q Kt 5	10 K to B sq
11 B to K 3	11 K Kt to K 2
12 K to R sq	12 P to Q 4
13 P to K 5	13 Q to Q 2 (a)
14 P to Q R 4	14 P to Q R 4 (b)
15 Kt to K 2	15 Kt to Kt 3 (c)
16 K Kt to Kt sq (d)	16 P to R 4
17 R to Q B sq	17 K Kt to K 2 (e)
18 P to B 3	18 B to K B 4
19 Q to Q 2	19 Q to B sq
20 Kt to B 4	20 Kt to Q sq
21 K Kt to R 3	21 Kt to K 3
22 Kt takes Kt ch	22 B takes Kt
23 Kt to Kt 5	23 P to R 5
24 B to B 2 (f)	24 P to Q B 3
25 B to Q 3	25 Kt to B 4
26 Q to B 4	26 B to Q sq (g)
27 K R to K sq	27 R to R 4
28 Kt takes B ch	28 Q takes Kt (h)
29 R to Q Kt sq	29 P to Q Kt 3 (i)
30 Q to Q 2	30 R to Kt sq
31 K R to Q B sq	31 K to Kt sq (k)
32 Q to B 2 (l)	32 Kt to K 2
33 P to B 4	33 P to Kt 3
34 P to R 3 (m)	34 K to Kt 2
35 B to K 2	35 K R to R sq
36 B to Kt 4	36 P to K B 4
37 B to K 2	37 K to B 2
38 Q to B 3 (n)	38 R to R 2
39 R to B 2	39 Q to Q 2
40 R fr Kt sq to Q B sq	40 R to B sq (o)
41 Q to K sq	41 Kt to Kt sq
42 B to Kt 5	42 Kt to K 2
43 B to R 6	43 R to B 2 (p)
44 B takes P	44 K to K 3
45 Q to Kt 3 (q)	45 K to B 2 (r)
46 B takes Kt	46 B takes B
47 B to Kt 5	47 B to B 4
48 P takes B	48 P takes B
49 P to B 6 (s)	49 Q to K 2
50 P takes P	50 Q to Kt 5
51 Q to Kt 5	51 Q to K 2 (t)
52 Q takes Q ch	52 K takes Q
53 R to Q 2	53 K to K 3
54 R from B sq to Q sq	54 P to Kt 4
55 P takes P	55 K takes P
56 R takes P ch	56 K to B 5
57 P to Kt 6	57 R from R 2 to K 2
58 R to Q 7	58 K to Kt 6
59 R takes R at B 7	Resign.

Time limit, fifteen moves an hour.

(a) A bad square for the Queen, Q to B sq was preferable.

(b) P to Q R 3 was better. The move in the text weakens the Queen's flank.

(c) 15 B takes Kt would not improve Black's prospects, but the move in the text is certainly loss of time, as the Knight must return to K 2, to relieve the Queen from guarding the Q Kt.

(d) A very important move. White may now direct his attack on either side, without having to watch for all the consequences which could arise by the capture of the Knight at a later part of the game.

(e) Compare note c.

(f) To open the diagonal for the Queen and avoid the exchange of the Bishop against the adverse Knight, when at B 4.

(g) Black ought to have played for a draw, as their numerical superiority is amply matched by the position of their adversaries. 26 Kt to Kt 6 ch would lead to a drawn game, probably, *e.g.*—

	26 Kt to Kt 6 ch
27 B takes Kt best	27 P takes B
28 P to R 3	28 Q to Q 2
29 R to Q Kt sq	29 B to R 2
30 K R to Q sq	30 R to Q Kt sq, &c.

(h) P takes Kt was preferable.

(i) If 29 Q R to R 2 or Kt sq, White would force the advance of this Pawn by doubling the Rooks in the Knight's file.

(k) If 31 B to K 2, with the view of establishing the Bishop at Kt 5, White would force the game in grand style by :—

32 Q takes P	32 P takes Q
33 R takes R ch	33 B to Q sq
34 R takes B ch	34 K to K 2
35 R to Q Kt 8	35 Kt to Kt 6 ch or X
36 K to Kt sq	36 Q to R 3
37 R from B sq to Kt sq	

X.

	35 P to B 3
36 R to K sq	36 Q or K to Q 2
37 R from K sq to Q Kt sq	

(l) The game was at this point adjourned, having lasted four hours. It is already clearly in White's favour; Black's pieces are in a cramped position, and their Pawns very weak on both flanks.

(m) The first move of a little manœuvre, forcing the advance of the adverse K B P, which weakens Blacks' game and blocks the only available square for their Knight.

(n) Preparing the attack against the adverse K R P, whilst keeping the storm against the Queen's flank. White's play from the 30th move to the end is distinguished by great precision.

(o) There is no satisfactory defence. If 40 B to B 2, White proceed with

41 Q to K sq	41 Q R to K R sq
42 B to Kt 5, &c.	

(p) If 43 R to Q R sq, 44 B to Q 3.

(q) This move brings to an end a hard fought battle; whatever Black may reply the loss of a second Pawn is inevitable.

(r) If 45 Q to K sq, White win by :—

46 B takes Kt	46 K R takes B

(46 K takes B, 47 B to Kt 5. If 46 B takes B, White equally reply :—

47 R takes P ch	47 R takes R
48 R takes R ch	48 Q takes R

(If 48 K to Q 2, 49 R to Q 6 ch, 49 K to B 2, 50 Q to Q B 3 ch, &c. If 48 K to B 2, 49 Q takes P ch, 49 K to B sq, 50 R to B 6 ch, 50 R to B 2, 51 B to Kt 5, 51 Q to K 2, 52 R to K 6.)

49 Q takes P ch	49 K to Q 2
50 B to Kt 5	

(s) If 49 B P takes P, Black would reply 49 R to B 5.

(t) If 51 Q to K 5, White proceed with

52 Q to B 6 ch	52 K to K sq best
53 Q takes P ch	53 K to B sq
54 Q to Kt 8	
And if then	54 R fr B 2 to K Kt 2
55 P to B 7	

GAME 304.

Evans Gambit

Played in the Corporation Galleries, Glasgow, the 4th August 1875.

White. J. H. ZUKERTORT, blindfold.	Black. W. STEINITZ, blindfold.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes Kt P
5 P to B 3	5 B to R 4
6 Castles	6 Kt to R 3 (a)
7 P to Q 4	7 P takes P
8 P takes P (b)	8 Cas les
9 P to Q 5	9 Kt to K 2
10 B to K Kt 5	10 P to Q 3
11 Q to B sq	11 Kt to Kt 5
12 P to K R 3 (c)	12 Kt to K B 3
13 B takes Kt	13 P takes B
14 Q to R 6	14 Kt to Kt 3
15 Q Kt to Q 2	15 K to R sq
16 Q R to Q sq	16 R to K Kt sq (d)
17 B to Kt 3	17 R to Kt 2
18 Kt to Q 4	18 P to K B 4
19 P takes P (e)	19 Q to R 5 (f)
20 Q takes Q	20 Kt takes Q
21 P to K Kt 4	21 B takes P (g)
22 Kt to B 4	22 B to Kt 5
23 Kt takes B	23 Kt takes Kt
24 K to R 2	24 K to K 2
25 R to Q 3	25 P to K B 4
26 P to B 3	26 R to K B sq
27 Kt to K 3 (h)	27 P to B 5
28 Kt to B 2	28 B to B 4
29 Kt to Q 4	29 B takes Kt
30 R takes B	30 Kt to Kt 3
31 R to K 4	31 Kt to K 4
32 K to Kt 2	32 P to K R 4
33 R to Q sq	33 P to R 5 (i)
34 K R to Q 4	34 K R to B 2
35 R to R 4 (k)	35 P to R 3
36 B to B 2	36 K to Kt 2
37 K to B 2 (l)	37 K to R 3
38 K R to Kt 4	38 P to Kt 3
39 R to R 4	39 P to R 4
40 K R to Q 4	40 K to Kt 4
41 B to R 4	41 R to K 2
42 B to Q sq	42 Q R to B 2
43 B to R 4 (m)	43 R to Kt 2
44 R takes P (n)	44 Kt to Q 6 (m)
45 R takes Kt	45 K takes R
46 R to Q 4 ch	46 K to K 4
47 K to K 3	47 K to B 3 dis ch
48 K to B 2	48 K to K 4 (o)

Given up as a draw.

(a) A novelty which cannot be recommended.

(b) White omits to take advantage of Black's unsound continuation; with 8 B to K Kt 5, he would obtain decisive superiority, as the following variation may show :—

8 B to K Kt 5	8 Kt to K 2 best

(If 8 P to K B 3, 9 B takes Kt, 9 P takes B, 10 Kt takes P, &c.)

9 Q to Kt 3	9 P to K B 3 best

(If 9 Castles, 10 Q to R 3)

10 B takes Kt	10 P takes B
11 B to B 7 ch	11 K to B sq
12 P to K 5	12 B P takes P
13 Kt takes P	13 P to Q 4
14 P takes P, &c.	

(c) If 12 P to K 5, Black could safely reply, 12 P to K B 3. 12 P takes P would lead, of course, to the loss of a piece, by 13 Q to R 3.

(d) Preparing the advance of the K B P, which, made at once, could be met by Kt to Kt 5.

(e) White could not venture 19 Kt takes P, as after 19 B takes Kt, 20 P takes B, 20 Q to R 5, 21 Q takes Q, 21 Kt takes Q, 22 P to K Kt 3,

22 B takes Kt, 23 K to R sq, 23 Kt to B 6, &c. Black wins the exchange.

(f) If 19 Kt to R 5, White would rejoin with 20 P to B 6.

(g) Kt takes P was preferable.

(h) Guarding the Rook, and intending, if Black does not advance, to capture the Pawn with the Knight, and so to obtain an end-game with Bishops of different colours.

(i) This advance is weak.

(k) The first move of a good manœuvre, which forces all the Pawns of Black's Queen's flank to advance on Black squares, and, therefore, increases much the power of the White Bishop.

(l) If now, or later on, Q R to Kt 4, Black rejoins with Kt to Q 2.

(m) Intending, if 43 Kt to Kt 3, to reply 44 B to K 8.

(n) The sacrifice of the exchange turns completely the feature of the game. Until the preceding move White was fighting for a draw, whilst now Black, with a clear exchange ahead, is threatened to lose the game.

(o) Black must prevent the advance of White's B P, which would win the game. Black's Rooks are in a singularly helpless position.

GAME 305.

Played in the Handicap of the Counties Chess Association.

Remove White's K B P.

White. Mr. Minchin.	Black. Mr. Fisher.
1 P to Q 4	1 P to K 3
2 Kt to K B 3	2 P to Q 4
3 P to K 3	3 P to Q B 4
4 P to Q B 3 (a)	4 Kt to K B 3
5 B to Q 3	5 Kt to B 3
6 Castles	6 B to Q 3
7 Q Kt to Q 2	7 Q to B 2
8 P to K 4 (b)	8 P takes Q P
9 B P takes P	9 P takes P
10 Kt takes P	10 Kt takes Kt
11 B takes Kt	11 Kt to K 2 (c)
12 P to Q Kt 3	12 B to Q 2
13 B to Kt 2	13 Kt to Q 4
14 B takes Kt	14 P takes B
15 R to Q B sq	15 Q to Q sq
16 Kt to K 5	16 B takes Kt
17 P takes B	17 B to K 3 (d)
18 B to Q R 3 (e)	18 R to Q B sq
19 Q to Q 4	19 Q to Q R 4
20 B to Kt 4 (f)	20 Q to Kt 3
21 B to B 5	21 Q to Kt 4
22 P to R 4	22 Q takes Kt P
23 R to K B 3	23 Q to R 7
24 K R to Q B 3	24 P to Q Kt 3
25 B to R 3	25 R takes R
26 R takes R	26 Q to K 7
27 R to B sq	27 Q to K 5
28 Q to Kt 2 (g)	28 Q takes R P
29 B to Q 6	29 B to Q 2
30 P to K 6 (h)	30 B takes P
31 Q takes Kt P	31 K to Q 2

White mates in three moves (i).

(a) I prefer 4 B to Q 3.

(b) This advance gives freedom to White's pieces, but it endangers the position of his Pawns.

(c) Losing time to no purpose.

(d) Neglecting the last chance of bringing the King into safety by castling.

(e) Cutting off the means of escape.

(f) Well played; if 20 Q takes P, White forces the game by 21 R takes R ch and 22 Q to B 5.

(g) Threatening 29 Q to Kt 5 ch.

(h) A capital move, deciding the game in any case.

(i) The end is beautiful. The final position has all the requirements of a problem.

GAME 306.

Played at Berlin in the year 1869.
Evans Gambit.

White. J. H. Zukertort.	Black. W. Schulten.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes P
5 P to B 3	5 B to B 4
6 Castles	6 P to Q 3
7 P to Q 4	7 P takes P
8 P takes P	8 B to Kt 3
9 P to Q 5	9 Kt to R 4
10 B to Kt 2	10 Kt to K 2
11 B to Q 3	11 Castles
12 Kt to B 3	12 Kt to Kt 3
13 Kt to K 2	13 P to Q B 4
14 Q to Q 2	14 B to B 2 (a)
15 Kt to Kt 3	15 P to B 5 (b)
16 Q B takes P (c)	16 P takes B (d)
17 Q to R 6	17 P to B 3 (e)
18 Kt to R 5	18 R to B 2 (f)
19 Kt takes P ch	19 R takes Kt
20 Kt to Kt 5	20 Kt to B sq
21 B takes R	21 Q to Q 2
22 Q R to Q sq	22 Kt to B 5 (g)
23 R takes P	23 Kt to K 4
24 R to K Kt 3	24 Q Kt to Kt 3
25 P to B 4	25 P to Kt 3
26 P to B 5	26 B to R 3
27 P takes Kt	27 Kt takes P
28 Kt takes P	28 Q takes Kt
29 R takes Kt ch	Resigns.

(a) 14 P to B 3 is the usual and best move.

(b) Not advisable, as the simple rejoinder
16 B to B 2 16 P to B 3
17 Kt to Q 4
procures White the superior game.

(c) The course proposed in the preceding note was the safer one.

(d) Of course Black cannot take the Q B, on account of
15 K takes B
17 Kt to R 5 ch 17 K to R sq
18 Q to R 6 18 R to K Kt sq
19 Kt to Kt 5 and wins.

(e) Absolutely necessary, to prevent 18 Kt to Kt 5.

(f) 18 Q to K 2 was far better, and I doubt whether White would then have a winning attack.

(g) Black's game is now past redemption; whatever he may play.

SOLUTIONS OF PROBLEMS.

No. 678.

White.	Black.
1 Q to K 6	1 K takes P
2 Q to Q B 4 ch	2 Kt takes Q
3 Kt to K B 6 ch	3 K moves
4 Kt to K 6 mate	

If 1 B takes P

2 Q to Q 6 ch	2 B takes Q
3 Kt to K 6 ch	3 K moves
4 Kt mates	

If 1 Kt to Q 4

2 Q to Q 6 ch	2 B or Kt takes Q
3 Kt to K 6 ch	3 K moves
4 Kt mates	

If 1 P to K Kt 4

2 Kt takes B P ch	2 K takes P

3 Kt to Q B 5 ch and Q mates next move.

If 1 Kt to Q 4

2 Q takes Q B P	2 K takes P
3 Kt to K B 6 ch	3 K moves
4 Kt mates	

No. 679.

White.	Black.
1 B to Q B 8 and mates next move.	

No. 680.

1 R to K R sq and mates next move.

No. 681.

1 Q to Q Kt sq and mates next move.

No. 682.

See Problems Reviewed.

No. 683.

White.	Black.
1 Kt to K 7	1 K R takes P
2 Kt to Q B 6 ch	2 K to B 5
3 Kt to K R 5 mate	

If 1 Q R takes P

2 Kt to K Kt 6 ch	2 K to Q 5

3 Kt to K 6 mate

No. 684.

1 R to K 3	1 P takes R
2 R to K 4	2 Aught

3 Mates accordingly.

See Problems Reviewed.

No. 685.

White.	Black.
1 P takes P	1 B takes P
2 Kt to B 3 ch	2 B takes Kt
3 R to Q 2 ch	3 K to K 5
4 B mates	

If 1 R takes B

2 R to Q 5 ch	2 K to B 6
3 Kt to Kt sq ch	3 K to B 5
4 Kt mates	

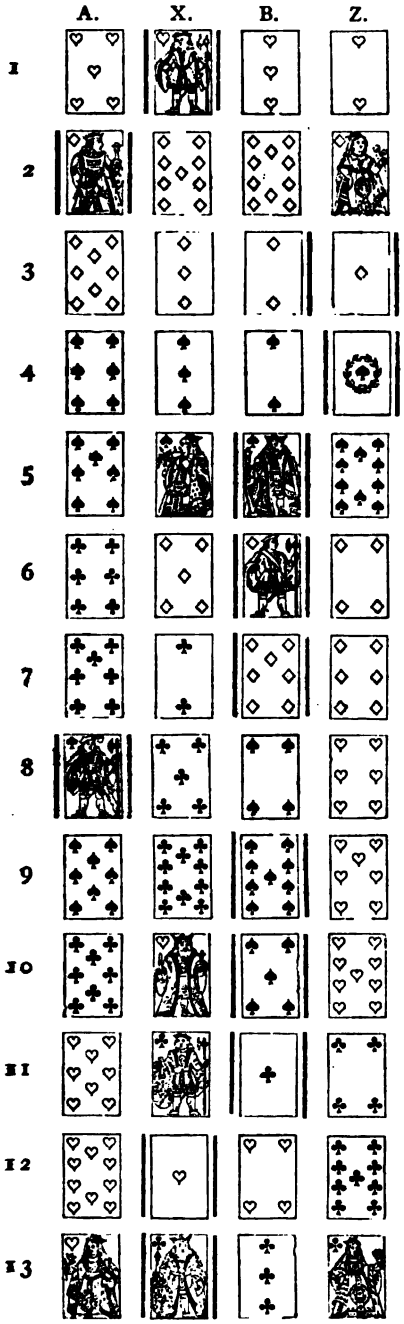
WHIST.

A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 222.

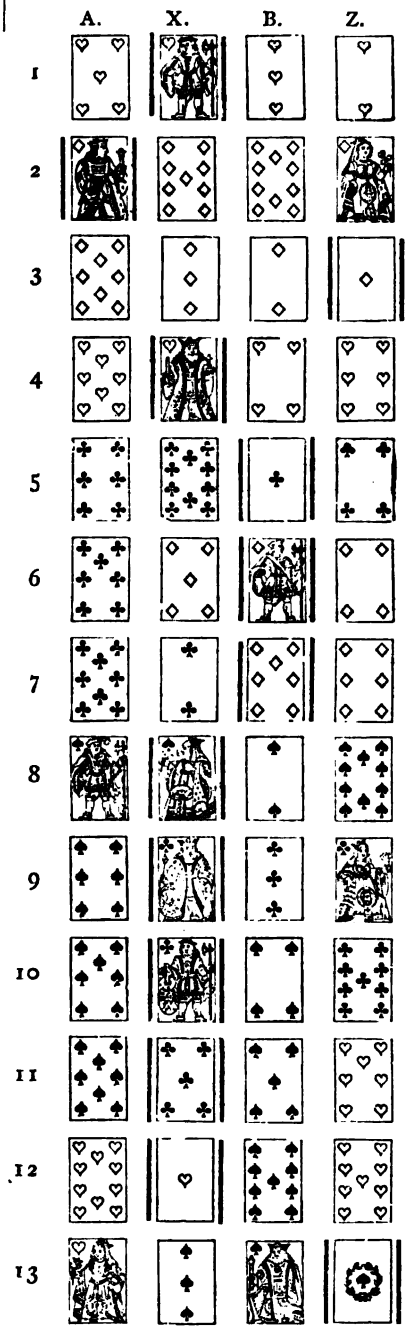
Score 3 all. Diamond 8 trump card.

Z's hand—Spade A, 10; Club Q, 9, 4; Diamond A, Q, 6, 4; Hearts 9, 7, 6, 2.



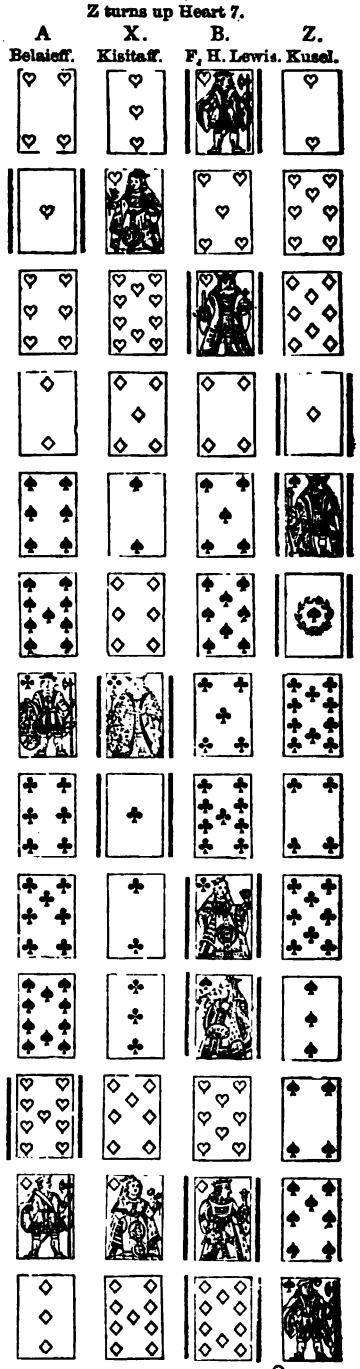
HAND No. 223.

The same hare cooked in another way.



HAND No. 224.

Played at the Junior Portland Club.
Score A B 1, X Z 4.
Z turns up Heart 7.



HANDS No. 222 AND 223.

NOTES.—The interest in the hand rests with Z at trick 4. The only card that can lose the game is the one the player chose in the first case. It is quite clear that X has something in Hearts; we prefer to play for the certainty, rather than lead from a weak suit alone, about which we know nothing. 9. Z throws away the Queen to clear his partner's suit.

HAND No. 224.

NOTES.—Trick 3.—Z Should have discarded a Club. A having no suit of his own, continues, with third round, to leave the lead with B. Trick 8.—This play makes it clear that X cannot have both Knave and Queen of Diamonds, or he would have cleared that suit before continuing Clubs, of which his partner cannot have Queen. Trick 11.—Throwing the lead into A's hand, to play through; X thus winning the game.

SOLUTION TO DOUBLE DUMMY PROBLEM, No. 113.

1. A leads Diamond 4; won by B.
2. B leads Diamond Ace; A discards Club; won by B.
3. B leads Diamond Queen; A discards Heart; won by X.
4. X leads Heart 4; won by A.
5. A leads Club 3; won by B.
6. B leads Diamond 9; A discards Heart; won by B.
7. B leads Spade 8; Z covers; A passes; X plays Spade King; won by X.
8. X leads Club King; won by X.
9. X leads Heart Ace; won by X.
10. X leads Diamond 8; A discards Club; won by X.
11. X leads Heart 8; won by A.
12. A leads Spade 7; won by Z.
13. Z leads Spade Ace; won by Z.

And X and Z get the odd trick.

7.—If X does not head his partner's 9, he loses the odd trick, as the lead can be thrown afterwards into his hand. 10.—If A discards Heart, Z has best; if A discards Spade, Z makes 2 tricks in it.

Correct Solution of Double Dummy Problem, No. 113, received from BUMBLE BEE, and A.W., Rockville House. All others wrong. What are our Solvers about? We hope to hear again from North Lincoln. Mr. Lewis awards the prize to Bumble Bee.

HONOURS—DEALER v. NON-DEALER.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—Having seen some of your PAPERS recently, and been much interested in them, I avail myself of this steamer to chat with you on the game of Whist, and I submit you a calculation of what are the trump-holding chances of a *dealing* compared with a *non-dealing* hand at Whist?

The cards are cut, and in the dealer's hand—now since the bottom card of the pack is a trump, and the dealer's—give the dealer that bottom card at once—this leaves 51 cards, and of them 12 trumps in the pack—hence the first card dealt out in the round is $\frac{12}{51}$ a trump, and the chances or chance of the next—and every subsequent—card of that 51 to be a trump is evidently just the same as that first card so dealt; but in the dealing round of these 51 cards the dealer gets 12, and each non-dealing hand 13. Therefore we have, for the dealer's trump-holding chances, $1 \times 12 \times \frac{12}{51}$ and for a non-dealing hand's trump-holding chances, $13 \times \frac{12}{51}$ but $\frac{13}{1} \times \frac{12}{51} + (\frac{13}{1} \times \frac{12}{51}) \times \frac{25}{100} = 1 + \frac{13}{1} \times \frac{12}{51}$. That is to say, the trump-holding chances of the dealing hand is equal to the trump-holding chances of a non-dealing hand, and 25 per cent. in addition thereto.

Again, let x = the number of trumps to be held by a non-dealing hand in one, or any number of deals. Then $x + \frac{x}{4}$ = the dealing hand's trumps, and $x + x + \frac{x}{4}$ = trumps of dealer and his partner, and 2 = trumps of the adversaries; but, $4 + 4 + \frac{4}{4} : 2x \div 9 : 8$. Therefore, that is to say, dealer and his partner will hold 9 trumps to the adversaries' 8, and since only trumps are honours and all honours trumps, the former will hold 9 honours to latter's 8. The last conclusion is logical. The same result will come from mathematical calculation; for the cut card (bottom card, sure trump) is evidently $\frac{4}{13}$ an honour, and every one of the winning 51 cards is $\frac{12}{51} \times \frac{4}{13}$ an honour. Then we have

In dealer's hand—honours $\frac{4}{13} + \frac{13}{1} \times \frac{12}{51} \times \frac{4}{13}$

In non-dealing hand—honours $\frac{13}{1} \times \frac{12}{51} \times \frac{4}{13}$

But $\frac{4}{13} + \frac{13}{1} \times \frac{12}{51} \times \frac{4}{13} + \frac{13}{1} \times \frac{12}{51} \times \frac{4}{13} : 2\ (\frac{13}{1} \times \frac{12}{51} \times \frac{4}{13} \div 9 : 8.$

That is to say the dealer and his partner will hold 9 honours to the adversaries' 8.

So far, you will doubtless say, this talk has come to nothing disputed or new. It is believed, however, *to be preparatory to novel results.* Is, for instance, the answer to this question not new? How many times

will the dealing side, that is to say, the dealer and his partner, count by honours as against the counts by honours (of 2 or 4) of the two (2) adversaries or non-dealing side?

I make it 59 times to 43 times.

Do you wish the calculation? And will a side count 4 by honours once, while it counts 2 by honours 4 times?

Again the given calculations will if followed up, I think, show that if a hand (or all the hands in the average, on long run) is not suited as unevenly, at least, as 4, 4, 4 and 1 on each suit then as to that deal the dealer has not his proper proportion of trump-holding chances; to wit, 25 per cent. over non-dealing hand. The suiting of the hands as they are effected by *poor* or *thorough* shuffling is, I think, interesting matter to discuss if such discussion would be novel; if old, of course it would not be desirable.

These are points on which I will be happy to send you additional calculations, if they will interest you.

To explain fully what I mean by evenly-suited hand, I would say that 4, 3, 3 and 3 on a suit is the most evenly-suited which is possible, and a hand is unevenly suited in proportion as one or some of the suits in it are long and others, of course, short.

PERNAMBUCO, 29th July 1875. J. W. S.

This letter came by the ill-fated "Boyne."—ED.

Our correspondent's mode of calculation cannot lead to correct results. In one of our back volumes we gave a number of calculations on the chances of holding trumps.

The chances of holding honours are as follow:—

In 43,336 hands

The dealer scores four by honours	3,010 times
" " two by honours	12,168 times
Honours are divided	16,900 times
Non-dealer scores two by honours	9,464 times
" " four by honours	1,794 times
	43,336

When an honour is turned, out of 13,348 hands

The dealer scores four by honours	1,492 times
" " two by honours	4,992 times
Honours are divided	5,200 times
Non-dealer scores two by honours	1,664 times
	13,348

When an honour is not turned, out of 29,988 hands

The dealer scores four by honours	1,518 times
" " two by honours	7,176 times
Honours are divided	11,700 times
Non-dealer scores two by honours	7,800 times
" " four by honours	1,794 times
	29,988

An honour is turned four times out of thirteen. The numbers taken (13,348 and 29,988) are in the proportion of four to nine. The general calculation, as given first, is found by adding the last two together.

We do not go into the details of the calculation, for we have had, lately, rather more than our due proportion of articles on odds, but we give some of the formula below.

When an honour is turned, the dealer and his partner's hands will be as follow:—

Number of hands, with other three honours $\frac{3\cdot2\cdot1}{2\cdot3\cdot4} \times \frac{46\cdot47\cdot48}{1\cdot2\cdot3} - \frac{27}{22} =$

" " " two honours $\frac{3\cdot2}{2} \times \frac{46\cdot47\cdot48}{1\cdot2\cdot3} - \frac{26}{23} =$

" " " another honour $3 \times \frac{45\cdot47\cdot48}{1\cdot2\cdot3} - \frac{25}{24} =$

" " only the honour turned $\frac{46\cdot47\cdot48}{1\cdot2\cdot3} - \frac{24}{25} =$

When an honour is not turned, the fractions are:—

Dealer and partner with four honours $\frac{4\cdot3\cdot2\cdot1}{2\cdot3\cdot4} \times \frac{47\cdot48\cdot49}{1\cdot2\cdot3} - \frac{27}{21} =$

" " " three honours $\frac{4\cdot3\cdot2}{2\cdot3} \times \frac{47\cdot48\cdot49}{1\cdot2\cdot3} - \frac{26}{22} =$

" " " two honours $\frac{4\cdot3}{2} \times \frac{47\cdot48\cdot49}{1\cdot2\cdot3} - \frac{25}{23} =$

" " " one honour $4 \times \frac{47\cdot48\cdot49}{1\cdot2\cdot3} - \frac{24}{24} =$

" " " no honour $\frac{47\cdot48\cdot49}{1\cdot2\cdot3} - \frac{23}{25} =$

Our correspondent makes the chance of scoring honours (two or four), on the dealer's side, 59 to 43. This is not far from the truth. It ought to be 59 to 44, as will be seen by reducing the numbers we have given above.—ED. W. P.

REVIEW.—THE WAY WE LIVE NOW.

By A. Trollope.

It is a remarkable fact that whilst we have about 100 papers which devote some portion of their space to Chess, we have none that write on Whist or cards except *Bell's Life*, *Wilke's Spirit of the Times*, *The Field*, and the *Englishman* (India). The two former give answers to correspondents, whilst the last gives only our Whist hands and D. D. Problems. We think the card players equal in numbers the Chess players. That there is room for writing on card games seems clear. That good writers can make the subject interesting, is beyond doubt, witness Lord Lytton's description of Whist, in "My Novel," and many extracts that can be found in the writings of Lever. From some circumstance unknown to us, the *Times* has taken up the subject. In an article on the 11th ult., the leading journal gave us all a lecture on our extravagance, an extract from which, so far as it relates to cards, is as follows :—

> We believe that there never was so much card playing for high stakes as there is now, and that not among millionaires, for these are far too careful of their money to expose it to the chances of a race, or a hand of cards, but in classes where a night's bad luck may easily be a life's ruin, and where the impulse is, not that the gamblers have money, but that they want it, and cannot get it by other means. Yet there are those who will play with them to reap a harvest out of misery and ruin.

The article was probably suggested by a book recently published by Mr. A. Trollope, called, "The way we live now," in which the card world is painted in no flattering colours. As we understand Mr. Trollope, there exists, or rather existed, until the end of the novel, a club, at which men played all night, for high stakes, until all their money was gone, and then they went on playing for I.O.U.'s, with the fact staring them in the face that those I.O.U.'s would never be redeemed. Who is the writer for the *Times* we do not pretend to know, but we are inclined to think neither that writer nor Mr. A. Trollope know much about cards or gambling. We speak from no knowledge on the point, except what can be learned from the internal evidences of the book and the article. If a known card player alleges that there never was so much card playing for high stakes as there is now, we take his opinion for what it is worth, having regard to our knowledge of the judgment and good sense of the player, and the means he has at his disposal to acquire the truth. When a writer, however able, unknown to the card world, makes such an assertion, he should supply some evidence to support his statement. The *Times* says "there are those who will play . . . . to reap a harvest out of misery and ruin." This is as much as to say men will take bills they know to be bad. They will stake their money against the credit of a man they believe will not pay. The idea seems so absurd that we cannot realize it. Does the man exist who seeks misery and ruin? We are fond of luxuries and display—too fond, says Mr. Trollope, and we agree with him—but no man seeks poverty and misery. We may play with a man that we do not suspect of poverty, but that we will play with one who we know to be unable to pay, seems, to us, too ridiculous to require an answer. The *Times'* writer makes use of the expression : 'a hand of cards,' and Mr. Trollope, p. 221, 'suppose we have a rubber of Whist.' These two phrases are sufficient to satisfy a card player that neither of the writers are card players. Did any card player ever say "a hand of cards," or in any card room in the world did any one ever ask any body else "to play a rubber *of Whist*." We have been so much accustomed to believe in Mr. Trollope's good sense, and to believe that he writes on subjects that he understands, that we are lost in amazement at the curious ideas of the world at large, and of the card world in particular, that he describes in this book. It is not sarcasm. It is worse than caricature, and caricature, to be of avail, must have some resemblance to the original. On those subjects, of which we know nothing, we detect no flaws, but in those subjects which we possess some knowledge, we see in this book blunders in abundance. When the author describes Mr. Alf, the bitter critic, and Mr. Broune, the good-natured critic, and other critics, we presume that the author knows the characters he describes, and we are prepared to believe anything bad of the press and its satellites.

The great Financier, Mr. Melnotte, is a mixture of George Hudson, Sadleir, and those modern financial genii, Bischoffsheim, Hartmont and Guterrez. This is not the place to treat of the subject, yet one scarcely fails to notice that if Hudson is the leading figure, then Mrs. Hudson and Miss Hudson are villainously treated. The former was an uneducated, but a good kind-hearted woman, and no one ever said anything to the prejudice of the daughter. Hudson alone, so far as we can recall, received Princes, Dukes and Duchesses at his house ; but Dukes and Duchesses sought him to obtain part of the wealth that he was enabled to shower upon them by the allotment of shares. Melnotte, according to Mr. Trollope, buys an estate of Longstaff, and of some one else land and houses in the East End. He obtains possession of the deeds ; and, by means of a forged letter of the tenant in tail in the one case, and the freeholder in the other ; he mortgages both estates, and gets the money. The forgery in neither case is a forgery of the conveyance, but of a letter. Mr. Trollope must have very little knowledge of his subject if he thinks a man can mortgage an estate before it is conveyed to him.

In Mr. Trollope's world men play with other men who they have detected in the act of cheating. This is as if we played at the three card trick. We know that it is a cheat, and that we must lose, and yet we go on playing. There are few card clubs in London (if any) where strangers are permitted to

play. There are few Whist Clubs (if any) where games of chance are permitted. Yet in Mr. Trollope's world they play Loo at a Whist Club. They play when there is no money to pay with, *i.e.* for I.O.U.'s, past redemption. They admit strangers, and go on playing with a man after seeing 3 Aces up his sleeve. At Loo, an Ace is a useful adjunct. Fancy a cheat always using for the purpose of his swindle an Ace. Does Mr. Trollope suppose that no one ever remembers any card that has been played, and does he suppose that an Ace at Loo is always Trumps. A Trump is better than an Ace except the Trump Ace, and even the cheat that Mr. Trollope describes could hardly be such a fool as always to use an Ace with which to cheat, and Dolly Longstaff can hardly be considered a fair specimen of the world at large, who will refuse to believe without looking, and without enquiring whether a man would cheat in such a barefaced manner. The world we live in *now* are much more inclined to believe in every kind of rascality. Suggest that a man cheats, or that a woman in a high position in life is a prostitute, and that this Earl habitually steals his neighbour's spoons, and that this Prince always tries to protect men liable to punishment for social crimes, or that this Judge has been bought, and all believe the statement, or if they do not do so they do what is worse, they repeat the story as if it were true. Mr. Trollope might assume that some players could remember hands that have been played. This, however, is the way we live now. We are very dissatisfied as to the way in which we live now. We cannot say that the vein in which Mr. Trollope writes is likely to produce the desired reform. Sarcasm—quite new in Mr. Trollope—certainly a useful weapon—is of no avail unless founded on some facts, and to our thinking the facts are against our author. We do not believe that men play for more money than formerly. The points are higher (as they should be), but the bets are less. We do not believe men play to produce misery. They play for money against money. No misery, no high faluting. They do not play for I.O.U.'s, and they do not knowingly play with cheats. If Mr. Trollope or the *Times* can shew anything to the contrary, we should be glad to see the evidence. Mr. Trollope can answer for himself, but until he produces some evidence on the subject, we are bound to believe that this book in no way represents the way we now live. It is not our habit to review novels in these columns, and it may be that we owe an apology to our readers for so doing now, but the book contains so much about cards and the card world that we should scarcely shew the courage of our opinions if we failed to notice it. The book is written by one of the most popular writers of our day. Hitherto he has never written anything of which any one need be ashamed. His books are descriptions of life as he has seen it. No book of Mr. Trollope's describes such a variety of characters as this, but the characters are repulsive. No book of his contains so much wit. We prefer the innocence if the wit cannot be obtained without so much that is tainted. Mr. Trollope has a character, and we have hitherto trusted him to say nothing to bring a blush to a woman's cheek. Any of his works could safely be laid on any drawing-room table. Without being purists, we should prefer that our belongings should not read this book.

PIQUET.

THE following, from the pen of Cavendish, has already appeared in the *Field*:—

Two cases of Piquet have lately been referred to me which present some difficulty. I give them, with my decisions, which are approved by a member of the Piquet Laws Committee.

1. A (elder hand), in drawing the stock to him, separates four cards instead of five. He has not taken up any card, when B takes up the top card of the stock (*i.e.* the fifth card, which A should have taken), and looks at it, but does not mix it with his hand. What is the penalty?

I decided, though I did not like to do so, as I think the penalty very severe, that, as A has not taken in any of his cards (see the wording of law 30, Club Code), but merely separated some, B loses the game.

Thus we have the old trap of drawing to you the wrong number of cards, in hopes that the adversary may take up one of yours (which the Piquet Laws Committee specially legislated against), revived.* All that a dishonest player has to do is to draw four cards to him, not to look at them, but to wait quietly, when, if the younger hand takes up the top card of the parcel left (a most natural thing to do), he loses the game. The only remedy, if dishonesty is suspected, is not to play any more; but if carelessness is the cause, as I have reason to know was the case here, the careless player gains a great advantage by his own wrongdoing. Players should invariably count that the right number of cards is left before taking any up; but it is as much use preaching this as it is to tell Whist players always to count their cards before playing to the first trick. Many will not do it, notwithstanding the severe penalties attached to playing with too few cards, if the other players have their right number.

2. B has shown a point in Hearts. During the play of the hand, A asks, "How many Hearts have you?" B replies, "Five," having really six, all of which he has shown. The consequence is that A loses the cards, which he would have won but for B's misinformation. A then marks up his game, and after having done so he discovers that B has misinformed him. Has A any remedy?

I decided that A, having scored his game, has condoned the offence. He is now too late to raise the question; marking the game being an act which confirms the result of the hand. Had A not done such an act, he might have required all cards played after the mistake to be played over again, in accordance with the analogy of law 61, par iv., Club Code. It will be observed that law 62 (Club Code) does not provide what is to be done in case of mis-information, but merely states that the information must be given.

We give the opinion of Cavendish for what it is worth, merely expressing our own, that although his decisions may be good, according to the Portland law, they are utterly unsound as regards the game of Piquet

* See pages 43-44, Vol. 3, of these Papers.

played elsewhere. This is the best commentary on the Piquet Code that we have yet seen. We noticed the first point in our number for June 1873, p. 37.

The Portland Committee professed to give us a Code founded on the laws as they then existed. Cavendish, the compiler of that Code, now admits that they did nothing of the sort. We said, in our review of the Code, that the laws were made for sharpers. Cavendish now admits that this is their effect.

ECARTÉ

Calculation for Leader—*continued.*

IV.—Two trumps, Queen guarded, and one of another suit. Case calculated 7 8 T, Q 7 A, 7 B. Leads B 7.

Possible hands for D		L wins	D wins
Three or more trumps	See table		2,206
2 T 3 B	$\frac{5\cdot4}{2}\times\frac{7\cdot6\cdot5}{2\cdot3}$		350
2 T 2 B 1 A C	$\frac{5\cdot4}{2}\times\frac{7\cdot6}{2}\times14$		2,940
2 T 1 B 2 A C	$\frac{5\cdot4}{2}\times7\times\frac{14\cdot13}{2}$		6,370
2 T K A 2 A C	$\frac{5\cdot4}{2}\times1\times\frac{13\cdot12}{2}$		780
2 T 2 A excluding K 1 C	$\frac{5\cdot4}{2}\times\frac{5\cdot4}{2}\times8$		800
2 T 3 A excluding K	$\frac{5\cdot4}{2}\times\frac{5\cdot4\cdot3}{2\cdot3}$		100
2 T 1 A excluding K 2 C	$\frac{5\cdot4}{2}\times5\times\frac{8\cdot7}{2}$	1,400	
2 T 3 C	$\frac{5\cdot4}{2}\times\frac{8\cdot7\cdot6}{2\cdot3}$	560	
1 T 4 B	$5\times\frac{7\cdot6\cdot5\cdot4}{2\cdot3\cdot4}$	175	
1 T 3 B K A	$5\times\frac{7\cdot6\cdot5}{2\cdot3}\times1$		175
1 T 3 B 1 A C ex. K A	$5\times\frac{7\cdot6\cdot5}{2\cdot3}\times13$	2,275	
1 T 2 B K A 1 A C ex. K A	$5\times\frac{7\cdot6}{2}\times1\times13$		1,365
1 T 2 B 2 A excluding K A	$5\times\frac{7\cdot6}{2}\times\frac{5\cdot4}{2}$		1,050
1 T 2 B 1 A ex. K 1 C	$5\times\frac{7\cdot6}{2}\times5\times8$	4,200	
1 T 2 B 2 C	$5\times\frac{7\cdot6}{2}\times\frac{8\cdot7}{2}$	2,940	
1 T 1 B K A 2 A C	$5\times7\times1\times\frac{13\cdot12}{2}$		2,730
1 T 1 B 3 A excluding K	$5\times7\times\frac{5\cdot4\cdot3}{2\cdot3}$		350
1 T 1 B 2 A ex. K 1 C	$5\times7\times\frac{5\cdot4}{2}\times8$		2,800
1 T 1 B 1 A ex. K 2 C	$5\times7\times5\times\frac{8\cdot7}{2}$	4,900	
1 T 1 B 3 C	$5\times7\times\frac{8\cdot7\cdot6}{2\cdot3}$	1,960	
1 T no B 4 A C	$5\times\frac{14\cdot13\cdot12\cdot11}{2\cdot3\cdot4}$	5,005	
No trump		20,349	
		43,764	22,016

This hand is so very nearly 2 to 1 that it should be played. With an 8 in place of 7 B the odds are much more than 2 to 1 in L's favour. Observe that this is an exception to the usual rule at Ecarté of leading from guarded suits. Most uninstructed players would commence with Q A, and by this means lose in the 3,800 hands in which D has 1 T, no B, and K guarded in A. By leading B 7, L wins all these hands, for with K and another in A, D is sure to lead his K after being forced in B. L also wins in the 2,800 hands, where D has one B, and K guarded in A without trump, which he would lose by leading Q A, and by examining the list of hands given above, it will be seen that in no case does L lose by leading B 7 where he would have won by the lead of the Q A.

V.—Two trumps, two of a suit, and King of another. Case calculated 7 8 T, 7 8 A, K B. Leads 8 B.

Possible hands for D		L wins	D wins
Three or more trumps	See table		2,206
2 T 3 A	$\frac{5\cdot4}{2}\times\frac{6\cdot5\cdot4}{2\cdot3}$		200
2 T 2 A 1 B C	$\frac{5\cdot4}{2}\times\frac{6\cdot5}{2}\times15$		2,250
2 T 1 A 2 B C	$\frac{5\cdot4}{2}\times6\times\frac{15\cdot14}{2}$		6,300

2 T 3 B C	$\frac{5\cdot4}{2}\times\frac{15\cdot14\cdot13}{2\cdot3}$	4,550	
1 T 4 A	$5\times\frac{6\cdot5\cdot4\cdot3}{2\cdot3\cdot4}$		75
1 T 3 A 1 B C	$5\times\frac{6\cdot5\cdot4}{2\cdot3}\times15$		1,500
1 T 2 A 2 B C	$5\times\frac{6\cdot5}{2}\times\frac{15\cdot14}{2}$		7,875
1 T 1 A 3 B C	$5\times6\times\frac{15\cdot14\cdot13}{2\cdot3}$	13,650	
1 T 4 B C	$5\times\frac{15\cdot14\cdot13\cdot12}{2\cdot3\cdot4}$	6,825	
No trump	See table	20,349	
		45,374	20,406

VI.—Two trumps, 8 and 9 of a suit, Queen of another. Case calculated 7 8 T, 8 9 A, Q B. Leads 9 A.

Possible hands for D		L wins	D wins
Three or more trumps	See table		2,206
2 T 3 A (excluding the 7)	$\frac{5\cdot4}{2}\times\frac{5\cdot4\cdot3}{2\cdot3}$		100
2 T 2 A (ex. 7) 1 of 16 cards (7 A any B or C)	$\frac{5\cdot4}{2}\times\frac{5\cdot4}{2}\times16$		1,600
2 T 1 A (ex. 7) 2 of above 16 cards	$\frac{5\cdot4}{2}\times5\times\frac{16\cdot15}{2}$		6,000
2 T K B 2 of 15 cards (7 A B [ex. K] any C)	$\frac{5\cdot4}{2}\times1\times\frac{15\cdot14}{2}$		1,050
2 T 3 of above 15 cards	$\frac{5\cdot4}{2}\times\frac{15\cdot14\cdot13}{2\cdot3}$	4,550	
1 T 4 A (ex. 7)	$5\times\frac{5\cdot4\cdot3\cdot2}{2\cdot3\cdot4}$		25
1 T 3 A (ex. 7) 1 of 16 cards (7 A any B or C)	$5\times\frac{5\cdot4\cdot3}{2\cdot3}\times16$		800
1 T 2 A (ex. 7) 2 of above 16 cards	$5\times\frac{5\cdot4}{2}\times\frac{16\cdot15}{2}$		6,000
1 T 1 A (ex. 7) K B 2 of 15 cards (7 A B [ex. K] any C)	$5\times5\times1\times\frac{15\cdot14}{2}$		2,625
1 T 1 A (ex. 7) 3 of above 15 cards	$5\times5\times\frac{15\cdot14\cdot13}{2\cdot3}$	11,375	
1 T 4 of 16 cards (7 A any B or C)	$5\times\frac{16\cdot15\cdot14\cdot13}{2\cdot3\cdot4}$	9,100	
5 A (ex. 7)	$\frac{5\cdot4\cdot3\cdot2\cdot1}{2\cdot3\cdot4\cdot5}$	1	
4 A (ex. 7) K B	$\frac{5\cdot4\cdot3\cdot2}{2\cdot3\cdot4}\times1$		5
4 A (ex. 7) 1 of 15 cards (7 A B [ex. K] any C)	$\frac{5\cdot4\cdot3\cdot2}{2\cdot3\cdot4}\times15$	75	
3 A (ex. 7) K B 1 of above 15 cards	$\frac{5\cdot4\cdot3}{2\cdot3}\times1\times15$		150
3 A (ex. 7) 2 of above 15 cards	$\frac{5\cdot4\cdot3}{2\cdot3}\times\frac{15\cdot14}{2}$	1,050	
2 A (ex. 7) K B 2 of above 15 cards	$\frac{5\cdot4}{2}\times1\times\frac{15\cdot14}{2}$		1,050
2 A (ex. 7) 3 of above 15 cards	$\frac{5\cdot4}{2}\times\frac{15\cdot14\cdot13}{2\cdot3}$	4,550	
1 A (ex. 7) 4 of 16 cards (7 A any B or C)	$5\times\frac{16\cdot15\cdot14\cdot13}{2\cdot3\cdot4}$	9,100	
5 of above 16 cards	$\frac{16\cdot15\cdot14\cdot13\cdot12}{2\cdot3\cdot4\cdot5}$	4,368	
		44,169	21,611

To be continued.

NAPOLEON.

THIS game can be played by any number of players up to six. The best number is five. The first six players in the room form a complete table. If there be six players the dealer takes no hand, but he pays or receives the same as the other players. The dealer is chosen by lot, usually by turning up the cards in rotation until a knave comes. The pack is an ordinary Whist pack of 52 cards, and the cards retain the same value as at Whist. Two packs of cards are used. Every player can shuffle, but the dealer shuffles last, the player to his right cuts. He deals, in order, one card at a time, until all the players have five cards each. If, in dealing, a card is exposed, or if the cards are misdealt, there must be a fresh deal. The first player looks at his hand, and he can stand or not, at his discretion. If he stands, he announces the number of tricks he will play for. Thus, he says: 1 2 3 4 or 5. Five is Napoleon. Suppose the first player says "one," the next player looks at his hand, and, if he choose to do so, he says, 2 3 4, or Napoleon, and so on, round the table. The player who declares to play for the highest number of tricks, stands against all the rest. When a player, in his turn, calls Napoleon, no one else can do so. The player standing has the lead. The first card played makes the trump. If no one declares to play, the last hand must play for one trick, *i.e.* must defend the pool. The stakes being agreed on, say 1s, the player standing leads, and tries to obtain the number of tricks he

has declared for, and each of the other players try to prevent his getting that number. If he gets the declared number, he wins; if he does not, he loses. In the former case, all the players pay so many shillings as he declared to win tricks, and in the latter case the dealer pays all the players the same amount. Every one must follow suit. They are not bound to head the trick or to trump. The player sitting second to the left of the dealer is pone, and collects the cards. The deal passes to the player sitting to the last dealer's left. The player declaring Napoleon receives, but does not pay, double stakes. A player revoking pays three to the stand hand, and the cards are re-played. If the stand hand is Napoleon, the revoker pays double. The revoker, even if he wins, does not receive his stake. Any player playing out of turn, or who exposes a card, forfeits one to the stand hand for each offence. Any player may ask for how many tricks the stand hand is playing, and how many tricks he has got or requires to win; and all the players can see the card played. There are other ways of betting, but they are not germane to the game. Some bet with one another about particular combinations of cards, thus they arrange to pay 5s each every time one of the players holds two Aces, or 10s if he holds three, and they also arrange to pay higher stakes on getting a given number of tricks, say so much for four, and so much for Napoleon. All these things are merely for gambling, and to increase the stakes. It is a nice lively game, and requires attention and quickness in paying and receiving, and in deciding the number of tricks to go for. Attention to these little matters are of importance, for one slow player may destroy the pleasure of all.

As there are no authoritative laws for the game, it is necessary for the Host to state the rules before sitting down, and it is to avoid this trouble that we have written the above. It should be observed that in Yorkshire and Lancashire the rules are much more stringent than we have made them; thus, for playing out of turn, or revoking, the offender there is made to pay all stakes. This seems to us unreasonably severe, but a punishment of some kind is absolutely necessary. We would advise players to keep the stakes low, for a very small stake may run to a great deal of money.

ANSWERS TO CORRESPONDENTS.

CHESS.

Problems received, with thanks, from J. W. Abbott, W. T. Pierce, J. Pierce, G. E. Carpenter, R. W. Johnson, G. J. Slater, H. James, S. H. Thomas, P. Richardson, and others.

W. T. PIERCE.—We intend to communicate to you by letter, regarding the publication of problems from your forthcoming book.

F. W. LORD.—Your last problem appears to have been mislaid. Kindly send us another copy.

B. S. BARRETT.—There seems "another way" of solving your problem, by 1 Kt takes R. The idea, however, is scarcely worth amending.

R. W. JOHNSON.—The 3 mover is wrong yet. If Black play 1 P takes Kt, 2 Q takes R, 2 Kt takes B, where do you mate next move? The others we have not had time to examine.

G. C. M. (Calcutta).—We are exceedingly obliged for the packet of games. We shall always be glad to hear from you whenever there is anything to communicate respecting Indian Chess.

NEW ZEALAND.—Can any of our correspondents inform us if there be any Chess players in Auckland.

S. H. T. (Barnes).—We are much indebted to you for your complete analysis of Herr Berger's problem.

H. J. C. A.—You shall hear from us on the subject of these problems through the post.

W. N. (St. Neot's).—Letter received and noted. Be assured the matter shall have our best attention.

J. N. K. (Cambridge).—Thanks for the problem. We are glad to hear from you again.

J. P. T. (Dalston).—The problem came too late for this number, but it shall have due honours in our next. We shall be glad to hear from you on the subject of the "Problem Code."

D. C. (Barnaul, Siberia).—Your letter and budget problems are very welcome. We have not destroyed the diagram, and can, therefore, make the desired correction.

G. E. C. (Tarrytown).—Many thanks for the problems and your good wishes, which are cordially reciprocated.

G. A. R. AND S. M. D. (Sydney).—It should be taken that A had the move in the seventh game, and, consequently, that B is entitled to the move in the eighth.

P. D. P. (Melbourne).—We are extremely sorry that your communication was overlooked, and somewhat angry with ourselves into the bargain for not recording the intelligence you so kindly forwarded to us. We shall take care it does not occur again.

WHIST.

H. C.—Your initials are quite sufficient.

DELTA.—Quite right. It can only be done by horrible play. Why not crack the other nut?

J. W. S. (Pernambuco).—We shall be glad to hear from you again.

PIQUET.

S. AND L.—There is no penalty for the Junior hand placing all, or any, of his cards on the table. If he has six cards, and he puts them down and says, six and a quart, the Elder hand is not relieved from any responsibility. He must still call his cards in order, and if he does not say that he has six cards and a better or equal quart, then the six cards on the table and the quart must be held to be good. Directly the Elder hand says three Aces, the point and quart are good. The Elder hand cannot go back and say my six cards are better than yours, or are equal, or I have a better quart. The Elder hand must call in order, and he is not relieved from this responsibility by the irregularity of his adversary. We do not see how a younger hand can obtain a benefit by putting his cards on the table. We should consider it an advantage for our opponent to do so, and it certainly would not enter into our brain to allow six cards because he called them or put them on the table if those six cards were not good.

ECARTÉ.

S. and C.—The tricks are seldom turned, and if they are, the players usually have the right to see them. At Nice the players turn their tricks, and this seems the proper way. The law seems to be in doubt on the point, and should be agreed on before sitting down. The Cavendish laws are silent on the subject, so are Bohn's laws, but Major A inflicts a penalty for looking at your adversaries' turned tricks. We recommend the tricks being turned and not looked at as the most likely way to prevent disputes.

M.—There is no penalty for the dealer turning up one of his own cards in dealing.—Why should there be? You play with the knowledge of one of his cards. How can you be injured by that?

S.—If the dealer gives more cards than the non-dealer asks for, the non-dealer may play the hand or not. If he elect to play, he throws out the superfluous cards. If he elect not to play, he marks the point.

B.—If a player marks the King when he has it not, the adversary may elect to have the hand re-played and the score counted, or he can mark the point.

The Westminster Papers.

1ST OCTOBER 1875.

THE CHESS WORLD.

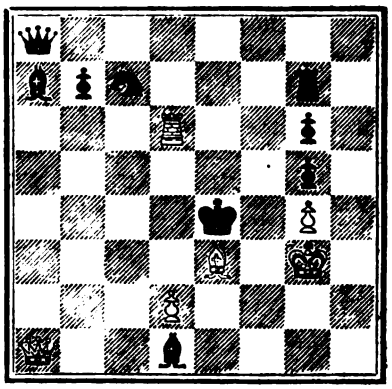
"The whisperings of our petty burgh."

THE most casual observer of the course of events in London Chess circles during the past half-year must have been struck with the pitiful lack of enterprise among its leading practitioners. In a city which can boast of an array of Chess talent such as no other city in the world presents, it would appear that the highest ambition of our masters is to play nineteen or twenty indifferent games simultaneously. It is lamentable to see Chess genius devoted to performances that can be accomplished under similar conditions by mediocre players. It is all the more to be regretted when we reflect that one day's play between the masters of Chess would be more instructive to the amateurs that witness it, and would do more for the progress of the game than forty score of the lifeless things called simultaneous games. Doubtless these serve a useful purpose, in attracting youthful players to a Chess Club, or in gratifying such as are already there, with a contest against a celebrated player; but when they threaten to become the staple product of first-class Chess, it is time to cry out against them. A praiseworthy effort has lately been made to relieve us all from the monotonous dulness we complain of by promoting a tournament between the first-class players that congregate at Simpsons' Divan, but it has resulted in ludicrous failure, owing, it is said, to the absence of large money prizes. No one, of course, can have anything to say against a man putting a price upon his abilities, and refusing to exercise them unless it is paid. The doctrines of political economy are accepted in other things, and who shall gainsay them in Chess. Without attempting to do so, it may, nevertheless, be asked, if the principles of commerce are to be applied to the practice of Chess; what is to become of the boasted chivalry of the game? And, we may add, of the numberless hero-worshippers who have never thought of associating the Chess champion's crown with a pedler's pack. They will, of course, have to reconcile themselves to the spirit of the age they live in, as the gentlemen appear to have done who have just subscribed a fund of £120 for a match between Mr. Steinitz and Mr. Blackburne, at £60 a side. The announcement of this match, on the 25th ult., was a genuine surprise to most people, but we need hardly say that it gave general satisfaction. The match will come off in January next, the winner of the first seven games to be the victor.

The new West-end Chess Club has now been fairly organised, and the first meeting of the members will be held to-day, in the rooms of the Club, at No. 8 Coventry-street. The annual subscription has been fixed at one guinea, and all members elected after the 1st of January next will be required to pay an entrance fee of half a guinea. The new Club enters upon its career with every prospect of success, and if the plans of its promoter, Mr. Potter, are carried out in their entirety, it cannot fail to deserve it.

The Collection of English Chess Problems, edited by Messrs. James and W. T. Pierce, is now in the press, and will be published about the end of the year. The work will consist of nearly 600 problems, contributed by English authors, and will be divided into three parts. Part I. will comprise the best productions of living composers; Part II. of those lately deceased, such as Bolton, Bone, J. B., T. Smith, &c.; and Part III. will be devoted to original problems, specially composed for the work. From personal knowledge of the care and pains expended on the preparation of the book, we can recommend it to our readers. It may be worth adding that subscribers will obtain their copies at nine shillings; after publication the price of the book will be twelve shillings and sixpence. Names of subscribers should be sent to James Pierce, M.A., Copthill House, Bedford, or to W. T. Pierce, Terrace Villa, Roehampton. The problem in the margin, by Mr. Abbott, is a specimen from Part I.

BLACK.



WHITE.

White to play and mate in four moves.

Our readers will be glad to learn that Captain Kennedy's *Waifs and Strays*, chiefly from the Chess Board, will be issued in the course of a few weeks. It will be published by Morgan, 67 Barbican, and will comprise, in some three or four hundred pages, all the productions of the author down to the present time.

The following excerpt will amuse our readers, and serve to give them an idea of Captain Kennedy's humorous style :—

SCENE IN RIES'S DIVAN.

MR. WHITE. MR. BLACK. BYSTANDER.
SIMPSON, *the Waiter.*

MR. WHITE *and* MR. BLACK *are engaged in playing a game of Chess.*

MR. BLACK. Simpson, my worthy fellow, a cigar, if you please.

SIMPSON. A cigar, sir? Yes, sir.

MR. BLACK. I think your last move was decidedly weak, and yet you took time enough to it in all conscience. I shall give a check.

MR. WHITE (*pondering*). That's a little awkward.

MR. BLACK. Yes; you present, just now, my dear sir, a spectacle which the gods themselves behold with approval—a good man struggling with difficulty.

MR. WHITE. My position is rather a cramped one, certainly, but I can't see anything bad in it. I shall soon be able to liberate my pieces, I imagine.

MR. BLACK. *I* should call it an everlasting fix; but that's a mere matter of opinion. What a pretty game Chess is! Its rather an interesting combination this—

(*Sings*) "I dreamt that I dwelt in marble halls."

BYSTANDER (*to* MR. BLACK). Will you oblige me with a light to my cigar, sir?

MR. BLACK. With the greatest pleasure. Allow me to knock off the ash first.

MR. WHITE. Well, I go there with my Knight.

MR. BLACK (*puffing a volume of smoke over the board*). He goes there with his Knight! Excellent! The gentleman is becoming desperate! I believe, though, you will soon be a dead man. Hum—hum—surely I have got a mate—

(*Sings*) "That you loved me still the same,
You loved me, you loved me sti——"

(*Perpetrating a roulade not to be found in Balfe's score*)
"——ill the same."

I declare the gentleman is positively getting up a small counter-attack of his own, but I shall double my Rooks notwithstanding. We're not to be frightened by straws in that fashion.

MR. WHITE. Check!

MR. BLACK (*after a pause of dismay*). By Jove, what's this? Why I must lose my Queen, or be mated in two moves. Ass! dolt! beast that I was not to have seen it! And yet I did see it, and forgot it again. To have thrown away such a game by sheer carelessness!

MR. WHITE. Excuse me, but I really cannot see that you had a good game.

MR. BLACK. Not good? That Rook's Pawn pushed one square would have given me a dead win. It's really too infamous. You have the greatest luck of any man I ever played with. Not good, indeed!

MR. WHITE. Nay, the Rook's Pawn one would have availed you nothing, for, in reply, I check with Knight, and mate next move with Queen.

MR. BLACK. It's very extraordinary; I am quite certain that I am a very much stronger player than you are, and yet I always let you win of me. I *must* force myself to take more pains.

MR. WHITE (*smiling*). Well, I won't dispute about who is the stronger player, so long as you allow me to score a majority of games.

SIMPSON (*to* MR. BLACK). Did you order two teas, sir?

MR. BLACK (*savagely*). Confound you—no! Get away!

SIMPSON. Beg pardon, sir. Didn't mean for *to tease* you.

[SIMPSON, *who evidently knows his man, departs grinning.*

BYSTANDER (*to* MR. BLACK). May I trouble you for another light to my cigar, sir?

MR. BLACK. No, sir! Light your cigar elsewhere, sir. You ought never to interrupt a game by speaking, sir. I have played shamefully ill to-day. I've a great mind to give up Chess.

BYSTANDER. That is a resolution, sir, which you will pardon my recommending you to adhere to, at all events, until you have learned to keep your temper a little more under control, than you seem able to do at present.

[*An approving laugh from the gallery, which disperses to other tables.*

A remarkable set of Chess pieces, the work of the famous wood carver, Oestergren, will be exhibited at the Centennial Exhibition to be held at Philadelphia next year. The pieces are symbolical of the present struggle between Ultramontanism and the modern spirit in Germany. The White pieces comprise effigies of the Emperor and Empress as King and Queen, and Bismarck and Falk as Bishops; the Knights are represented by Prussian Uhlans, and the Pawns as foot soldiers. On the other side Pius IX. appears as King, the Queen is an Abbess, bearing a waxen taper nearly burned out. The Bishops are cardinals, the Knights are monks riding on asses, and the Pawns are monks on foot. The last performance of this kind was a set of Chess pieces representing the prominent personages of the Franco-German War, a description of which will be found in THE WESTMINSTER PAPERS, Vol. IV. p 172.

An interesting Chess Match took place at Grimsby, on Saturday, between ten members of the Hull Church Institute Club, assisted by a member of the Hull Chess Club, and ten members of Grimsby and neighbourhood. The Hull team left the Corporation Pier at 1 p.m., and on their journey played several consultation games. On their arrival at Grimsby, they were met by a deputation of the Grimsby players, who escorted them to the Mechanics' Institute, where a commodious room had been prepared for the contest. Play commenced as soon as the players had been paired by ballot. Appended we give the pairing and results :—

HULL CHURCH INSTITUTE			GRIMSBY	
Won		Drawn		Won
0	J. Crake	0	J. Lowenthal, London	2
0	H. Dixon	0	Rev. A. B. Skipworth	2
1	J. Dixon	0	R. J. Iles	1
1	W. Drury	0	R. Mason	1
1	G. W. Farrow	0	Rev. J. Seller	1
2	E. Freeborough	0	H. Watson	0
1	J. Holmes	1	J. Parker (Sec.)	0
1	J. T. Palmer (Sec.)	0	T. Hill	1
2	W. H. Penny, H.C.C.	0	C. Johnston	0
1	R. H. Phillip	1	H. Guilliatt	1
1	D. Sargent	0	G. Smith	0
11		2		9

The Hull team thus won by two games. Mr. Hill scored the first game in the match, and Mr. Holmes secured the final and winning game—a game that was watched with intense interest by all the players who were present. The match concluded at 5 p.m., and shortly afterwards upwards of forty players and friends sat down to an excellent tea, provided by the Grimsby players. Justice having been done to the tea, Mr. J. Dixon proposed a vote of thanks to the Grimsby players for the cordial manner in which they received their Hull friends, and for the bountiful supply of mental and bodily food. The vote of thanks having been carried with acclamation, Mr. Skipworth spoke at length on his Chess experiences, and on the rapid progress and flourishing state of this royal game. Several other interesting games were played, but as they formed no part of the match, a record is not given. Hearty cheers for the visitors terminated the evening's entertainment, and shortly after the Hull players were *en route* for Hull, busily engaged in consultation and other games, and highly delighted with the hearty reception accorded to them at Grimsby.

As the days get shorter the various Chess rooms are more frequented, and tourneys and other interesting features are looming in the distance. The "Young People's Institute" Championship Chess Tournament has not made any progress since our last report. No attention appears to be paid to the Tourney rules and dates, so that it is difficult to say when the Tourney will be finished. The Hull Chess Club commenced their winter session on 6th September, at the Station Hotel, and the meeting was very well attended.

The award in the Problem Solution Tourney in connection with the *Huddersfield College Magazine* will be made next month.

There has been a great gathering of French Chess players at the Chess Club of Lisieux, a town in Normandy, under the presidency of M. l'Abbe Durand, the well-known author of many interesting articles on Chess and Draughts contributed to *La Stratégie*. M. Rosenthal, accompanied by a number of amateurs from Paris, attended the meeting, and the former gave an exhibition of blindfold play.

We are glad to observe that the Problem Tournament of *La Stratégie* promises to be a great success. Already twelve sets of Problems have been received bearing the following mottoes :—

1. Audaces fortuna
2. In God is all
3. On fait ce que l'on peut
4. Allons enfants
5. Omnibus
6. Great expectations
7. Timeo mulierum
8. Deux Jumeaux
9. Melioria Sequor
10. Risquons tout
11. Novissima die
12. Nicodemus

Italy, so long unrepresented in the literature of Chess, has now an organ, which promises to be worthy of the country of Puttino and Boi, and to Livorno belongs the credit of relieving the land of song from the reproach of seeming indifference to Caissa. There has never been any lack of fine players in Italy, but the peculiarities of the national game have proved insuperable bars to Italian masters attaining more than local celebrity. The average amateur of Chess knows nothing of the niceties of "free castling," and is somewhat foggy on the *passar battaglia* question, so that the best productions of the Italian players have been left to the appreciation of a school instead of the world at large. The remark is true, even of such players as Dubois, St. Bon, and Discart, who, notwithstanding their successes in the ordinary European game, always acknowledged that they played at a disadvantage when they adopted it. The editors of the new Chess periodical are not unmindful of these facts, and therefore give games played according to both methods, copiously and learnedly annotated. The first number also contains an article by Signor Dubois upon the Evans Gambit, Chess news, and twelve Problems by Italian composers. We cordially recommend it to our readers, and intending subscribers should address, Nuova Rivista degli Scacchi, 35 Via Vittoria Emmanuele, Livorno.

The Leipsic *Schachzeitung* has not reached us for the past two months, and we are at a loss to understand its disappearance. Will Herr Minckwitz either send it or explain?

From America we learn that the new *American Chess Magazine* has come to an untimely end, the immediate cause of death being what the physicians call "defective circulation." We are very sorry for the collapse of a very promising venture, and heartily sympathise with Mr. Kunkel, who, it is said, has lost over two hundred dollars in the enterprise. The *Maryland Chess Review* comes as a double number for July and August, and contains over forty Problems, and a large number of games. We suppose it is due to the "heated term" that the literary contents are stale to English readers; it is, at all events, an unusual occurrence with this ably conducted magazine.

From the *Hartford Times* we learn that a new Chess Club was inaugurated a few weeks ago in Mexico, and that the members propose to organise a National Tournament immediately. Mr. Belden also announces that Mr. T. D. S. Moore, favourably known to readers of THE WESTMINSTER PAPERS, as the editor of a Chess column published in London (Ontario), proposes to start a Chess magazine on a novel plan. The new monthly will be devoted to Problems, whether before published or not, and to Problems only, giving fifty diagrams in each number, at a subscription price of two dollars per annum. Mr. Moore's purpose is, no doubt, a useful one, for it will provide composers with a special publication in which to collect their Problems, more especially such as may appear in some Chess columns, where their life can hardly be considered longer than the duration of the day of issue.

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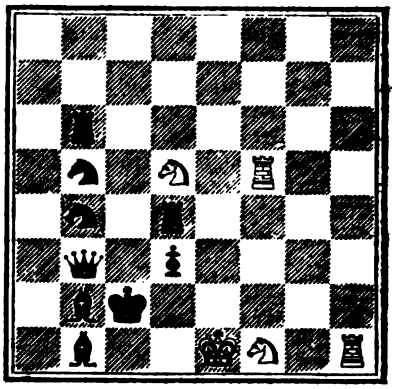
None of our analysts appear to have tackled the position given in our last number from the game between Mrs. Gilbert, of Hartford, and Mr. Berry, no doubt because the *modus operandi*, in nineteen moves, first given by the accomplished lady-player, had already appeared in some of our contemporaries. Mrs. Gilbert has herself come to the rescue, however, and has furnished to the *New York Clipper* an analysis, showing that the mate can be given in eighteen moves by the following line of play :—

White.	Black.	White.	Black.
1 R takes P	1 P takes R	10 R to R 7	10 K to Q 2
2 Q takes P ch 2	2 K to Kt sq	11 Q to Kt 5 ch	11 R to Q B 3
3 Q to Kt 5 ch	3 K to B sq	12 P to Q 5	12 K R to Kt 3
4 Q to Q 7 ch	4 K to Kt sq	13 P takes R ch	13 R takes P
5 B takes P	5 P takes B	14 Kt to K 4	14 P to K B 6
6 Q to Kt 5 ch	6 K to B sq	15 Q to Q 5 ch	15 R to Q 3
7 R to R sq	7 B to R 6	16 Q takes R ch	16 K to K sq
8 R takes B	8 Q to Kt 8 ch	17 Q takes B P	17 Any move
9 Q takes Q	9 R takes P	18 Mates	

The *Lebanon Herald* (Tenessee) contains a lively and enterprising Chess column. The record of events in the Southern Chess world is smartly and humorously written, and the handsome prizes offered in the problem solution tourney betoken the editor's liberality and earnestness in his work. We have selected the problem in the margin from the *Herald*, because it is said to be the production of a "Georgia Girl," and we think "girl graduates" should be welcomed in problem art.

BLACK.



WHITE.

White to play and mate in three moves.

The *Turf, Field and Farm* announces that Mr. Ensor, of the Buffalo Chess Club, has challenged Mr. T. M. Brown, the distinguished problem composer, to play a match for two hundred dollars. As both gentlemen are very strong players, the match, should it ever come off, will excite much interest in American Chess circles.

The final stage of the Melbourne Challenge Cup tourney had been reached at the date of our last advices, and Messrs. Burns and Sedgefield, of the first class, and Mr. Lulman, of the third, were then the survivors. The two former were drawn against each other, and the first game in the match was scored by Mr. Sedgefield, after a struggle prolonged to nearly fifty moves. This game, which, with copious notes, appears in the *Town and Country Journal*, of Sidney, we have marked for insertion in our next number. The next two games of the match were won by Mr. Burns, who had then to encounter Mr. Lulman at the odds of a Knight, the victor securing the first honours and the silver cup.

In Sydney, a match is being played between Mr. Russell and Mr. Lea, and a meeting of the members of the Sydney Club had been called for the 31st of July, for the purpose of initiating a handicap tournament.

In Adelaide, matters do not appear to have improved, and dulness prevails, except, let us hasten to say, in the entertaining Chess columns of the *Observer* and the *Weekly Mail*.

REVIEW—CHESS MASTERPIECES.*

If it was our cue to be critical it would be easy to find fault with this little volume, whose title conveys to the mind an idea of vastness out of all proportion to the intent of the author or the scope of his work. It is very doubtful if a collection of Chess Masterpieces, worthy of the name, would meet with much public favour; sufficient, at all events, to adequately reward the special and rare qualities required in the compiler. The compiler of Chess Masterpieces must necessarily be a skilful player, that he may discern the masterpiece when he meets with it; and he must possess critical faculties of the highest order, that he may distinguish between mere brilliancy and genuine Chess power. His acquaintance with the literature of Chess must be extensive and profound, that he may know where to look for his materials; and he should be gifted with a power of patient industry which, if it is not genius, is nearly akin to it. A man so qualified might, after some years of labour, produce a collection of Chess Masterpieces, ranging from Philidor to Steinitz, worthy of the subject and of our age, and we may be morally certain that he would be very poorly rewarded for his pains. Probably no one knows this better than Mr. Bird, and whatever may be that gentleman's qualifications for the task—we think they are indisputable—it is clear that he had no mind to exercise them on this occasion. Indeed, after his assurance, in the preface, that before he undertook to prepare this book for the press, only a few months ago,

* *Chess Masterpieces*, by H. E. Bird. London: Dean and Son, Fleet-street.

nearly all Anderssen's games and those of Morphy were new to him, it is impossible to misunderstand his very moderate aims and aspirations. A perusal of the work only serves to strengthen the conviction that the modest pretensions of the compiler have been most inaptly described in the too comprehensive title of his book. Throughout, there is scarcely any effort to be either explanatory or instructive, and most of the notes appended to the games resemble the bald soliloquies of a reader more than the weighty judgment of a critic.

We are not however inclined to place much stress upon the tendency to commonplace so conspicuous here. Mr. Bird may have considered that the conventionalities which shock the critic may charm the amateur, just as the dish which displeases the epicure may be grateful food to simpler stomachs. It is only when we regard the book as a collection of Chess Masterpieces that the critical spirit becomes dominant. Any one who considers it from that standpoint will be apt to complain when he discovers it does not contain a single game played in the International Tournaments of Paris and Baden, nor a solitary specimen from any one of thirteen German tournies. He will be confounded at the absence of such names as Campbell, Mackenzie, Medley,* Lange, Petroff, Suhle, and Winawer, and may possibly wonder why such players as Barnes, Brien, Wormald, Dubois, Dufresne, and Jaenisch should be represented by their defeats alone. But reviewing the book as a collection of games by the best players, there is so much in it deserving of praise that it would be ungracious, as well as ungenerous, to dwell upon its faults. Most of these are the inevitable result of haste in the preparation of the work, and they are all such as can be easily amended in future editions. To that end, and with the view of assisting the compiler, we shall proceed to point out such as we conceive most requires correction. First as regards the notes to the games.

In Game 10 the compiler, in note E, is, we think, mistaken in stating that the first player cannot afford to exchange Queens. We believe, on the contrary, that that line of play would have given him a drawn game, *e.g.*— 20 $\frac{\text{Kt takes Q}}{\text{B takes Q}}$ 21 $\frac{\text{K P takes P}}{\text{Q R to Q sq}}$ 22 $\frac{\text{R takes P}}{\text{R takes P}}$ 23 $\frac{\text{R to K B 4}}{\text{B to B sq}}$ 24 $\frac{\text{P takes P}}{\text{———}}$, and the game should be drawn.

In Game 14 the note C is evidently wrong, as in reply to the proposed move P takes B, White can capture Kt with Q mating.

In Game 21 the move recommended in note A, P to Q R 4, is no better than the move in the text. The game is lost in any case, but P to Q R 4 loses at once, *e.g.*—18 $\frac{\text{P to Q R 4}}{\text{B to K 4}}$ 19 $\frac{\text{B to K 3 best}}{\text{———}}$, for if 19 Kt to K 2, or Kt 5, or Q B takes P, Black's answer is 19 B takes P ch, and if 20 Kt takes B, 20 Q takes Kt ch, &c. therefore 19 $\frac{\text{———}}{\text{P takes B ch}}$ 20 $\frac{\text{K to K sq best}}{\text{P to K 7}}$ 21 $\frac{\text{Q to B sq or Q 2}}{\text{B takes P}}$, and wins.

In Game No. 33, note E, the move made by Anderssen is not so forcible as Kt to R 7 ch, which forces the mate in 11 moves.

In Game No. 38 Black, at move 33, plays B to Kt 3, leaving the Kt *en prise.* Why it was not taken we cannot see, and we think the following a stronger line of play than that adopted :—33 $\frac{\text{———}}{\text{R takes Kt ch}}$ 34 $\frac{\text{Kt takes R}}{\text{R takes Kt ch}}$ 35 $\frac{\text{K to B sq}}{\text{R to R 8 ch}}$ 36 $\frac{\text{K to Kt 2}}{\text{R to R 7 ch}}$, &c. At move 54 Black might have drawn the game by R to B 4 ch.

The note E to Game No. 39 must have been made overlooking that if Black played Q takes Kt, as suggested, White captures the Q with R.

In Game No. 47 it is curious to find Mr. Bird, both as player and annotator, failing to see that at move 26 White could have won a piece and the game by R to R 4.

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* The following Game should not have been omitted from Mr. Bird's Collection.

White. Mr. Kolisch.	Black. Mr. Medley.	White. Mr. Kolisch.	Black. Mr. Medley.
1 P to K 4	1 P to K 4	18 Kt to B 6 ch	18 B takes Kt
2 P to K B 4	2 P takes P	19 P takes B	19 Q to K sq ch
3 Kt to K B 3	3 P to K Kt 4	20 K to B sq	20 Q to K 7 ch
4 B to B 4	4 B to Kt 2	21 K to Kt sq	21 Q Kt to K B 4
5 P to Q 4	5 P to Q 3	22 Q to Kt 5 ch	22 K to B 2
6 P to K R 4	6 P to K R 3	23 Kt to Q B 3	23 K to K Kt sq
7 P takes P	7 P takes P	24 Kt takes Q	24 R takes Q
8 R takes R	8 B takes R	25 B takes R	25 B takes Kt
9 Q to Q 3	9 K to B sq	26 R to R sq	26 B to Q Kt 4
10 P to K 5	10 Kt to Q B 3	27 B takes Kt	27 Kt takes B
11 K B takes P	11 K takes B	28 R to K 7 ch	28 K takes P
12 Q to R 7 ch	12 B to Kt 2	29 R takes P	29 B to B 3
13 Q to R 5 ch	13 K to B sq	30 P to Q 4	30 Kt to B 4
14 Kt takes P	14 Kt to K R 3	31 P to K Kt 4	31 P to R 3
15 B takes P	15 B to Kt 5	32 P to R 5	32 P to Q 4
16 Q to R 4	16 Kt takes Q P	33 P to Kt 5	33 B takes P
17 Kt to R 7 ch	17 K to Kt sq	34 R takes P	34 Kt to Q 3

And after a few moves Black won.

In Game No. 63, note A, the proposed move Q Kt to Q R 4 is not a good one. White could then proceed as follows :—$\frac{\text{Q to R 4 ch}}{\text{Kt to B 3}}$ $\frac{\text{P to K 5}}{\text{P takes P}}$ $\frac{\text{Kt takes P}}{}$, &c.

In Game No. 78 the compiler, in note D, asks why not R to Q square? We believe the answer is that in reply to that move Black can play 31 Q takes B P, and on White playing 32 Q to Q 2 then Q to B 4, &c.

In Game No. 141 we think the move proposed in note B loses even more speedily than the move in the text. Suppose 18 $\frac{\text{B takes R}}{\text{R to K B 4}}$ 19 $\frac{\text{B takes R}}{\text{P takes B}}$ 20 $\frac{\text{Q to R 5 ch}}{\text{K moves}}$ 21 $\frac{\text{K to R sq}}{}$, &c.

As regards the games, there is of course much room for difference of opinion upon the question of their merits as specimens of the several players' peculiar genius. It would be a wonderful thing if Mr. Bird, or any other man indeed, succeeded in satisfying all his readers on such a point as that. We do not ask for so much, but for other reasons we have no hesitation in recommending the exclusion of some of the games which appear in the collection from future editions.

Game No. 8 is an excellent example of Kieseritzky's capacity for blundering in a match game, but it is not a fair specimen of his skill. He conducts the opening indifferently, and on the 17th move makes a blunder which loses a piece, whereupon he resigns. Nos. 15, 16, and 17 are very badly played by Herr Lowenthal, and if no better examples of his powers exist he should have no place among the masters. No. 20 is a deplorable specimen of Mayet's play. Scores of such games have been played against this much overrated amateur by Anderssen, Dufresne, Hirschfeld, Neumann, and Suhle, and the following we think is a better one than that selected by Mr. Bird :—

White.	Black.	White.	Black.
Mr. MAYET.	Mr. ANDERSSEN.	Mr. MAYET.	Mr. ANDERSSEN.
1 P to K 4	1 P to K 4	7 P to K R 3	7 P to K R 4
2 Kt to K B 3	2 Kt to Q B 3	8 P takes B	8 P takes P
3 B to Kt 5	3 B to B 4	9 Kt takes P	9 P to Kt 6
4 P to B 3	4 Kt to B 3	10 P to Q 4	10 Kt takes P
5 B takes Kt	5 Q P takes B	11 Q to Kt 4	11 B takes P
6 Castles	6 B to K Kt 5	12 Q takes Kt	Black mates in five moves.

No. 44 is the only one of the series of games played by the compiler and Mr. Boden that lacks interest; indeed, the chief value of the book is in these games, and it is for them that it will be prized, alike by the amateur and the expert.

No. 70 is tedious and utterly pointless. At the 28th move, White has an end game, with a piece and a Pawn advantage, yet the game is prolonged for 30 moves more. Nos. 94 and 95 are inexpressibly dull, and as regards the latter, Herr Lowenthal's ridiculous blunder, or, as Mr. Bird euphemistically describes it, "important mistake," at the 26th move, whereby he gives away a piece, ought to have secured for it the oblivion it deserves.

Notwithstanding all its faults, however, the "Masterpieces" is an excellent compilation, and Chess players should be grateful to Mr. Bird for procuring them such a collection of games in a cheap and popular form.

JAPANESE CHESS.

THE late eminent Oriental scholar, Professor Duncan Forbes, in the preface to his admirable History of the "most excellent game that the wit of man has yet devised," remarks, "For obvious reasons, I have been unable to procure any reliable description of the game (Chess) as now played in the Japanese Empire . . . Such deficiences, however, may be supplied in the course of time, especially those regarding the Japanese game, now that we have established a friendly intercourse with the government and people of that interesting country." This conjecture of the learned Professor is now in course of being realised. The paper of Mr. W. B. Mason, on Chess in Japan, printed in the August number of the WESTMINSTER PAPERS, contains the first instalment of information respecting the game in that region which has as yet reached the outer world, and is the precursor, it is to be hoped, of more ample details.

Mr. Mason is evidently unacquainted with Professor Forbes's book, otherwise he would not have expressed any doubt as to the country from which Chess is derived. It is proved to demonstration that it originated in India, and nowhere else. In its primæval form of *Chaturanga*, it is continually mentioned in the Hindoo *Puranas*, a huge collection of poems, partly theological, partly historical, and dating at least three thousand years B.C. From India, as a centre, the game of Chess has spread itself over a great portion of the world. Westward of India, it was brought to Persia in the sixth century of our era. There it became known to the Arabs, who took it with them, and planted it in the sacred cities of Mecca and Medina. From thence it

passed to Syria and the Byzantines of the lower empire, who received it in the seventh century. From Constantinople it was, by various channels, gradually diffused over Europe, and carried by the Varangians, the disbanded body guards of the Byzantine Emperors, to Scandinavia and the peoples of the North. From the land of its birth, Chess found its way Eastward to Burmah, Tibet, Siam, Cochin China, and China proper; South Eastward to Malacca, Sumatra, Java, and Borneo.

From their proximity to China, I can hardly doubt that the Japanese, by some means or other, obtained the game from the Celestials, but at what period it is, of course, impossible to say—probably a very remote one. The Chinese have always been great cultivators of Chess, and theirs is one of the seven countries for which the inception of it was claimed, a claim which has been effectually disposed of by the facts, and indisputable reasoning of Professor Forbes. There appears to me to be a few points of resemblance between Chinese and Japanese Chess, which are worthy of note. Mr. Mason informs us that the Japanese regard it as a game of mimic warfare. It is called by the Chinese, Captain Hiram Cox states,* *Choke-choo-hong-ki*, literally, "the play of the science of war." The two games have a feature in common which distinguishes them from all other varieties. The rank immediately in front of the pieces, where the Pawns are usually posted, is occupied by only two pieces, called *Paoo*, or Rocket boys, on the Chinese board, and *Hisha* a chariot, and *Kaku*, a corner, on that of Japan.† Again, there are two pieces stationed on either side of the Chinese King, named *Sou*, or "men of great experience in war." These are supposed to give counsel and support to the King, in fact jointly to perform the duty imposed on the Ferz, or Visir, of the Persian *Shatranj*, who was the equivalent of the modern Queen. The two Japanese pieces *Kin*, seem to me to occupy the same position in the game as the Chinese *Sou*. Why the Japanese should have enlarged their Chess board from sixty-four to eighty-one squares is at present a mystery to us. A people so intelligent, however, must surely possess some books or treatises on the game which may hereafter afford a clue to it.

Mr. Mason is at a loss to account for the absence of a Queen on the Japanese board, and thinks that the existence of the Salique law in that country may possibly have something to do with it. But if there is anything in my supposition, drawn from the analogy of the Chinese game, the two pieces *Kin* may be the substitutes for the Ferz. I do not say Queen, because that name was absolutely unknown in Ea tern Chess. It was not until the *Shatranj*, or mediæval form of Chess, developed into the modern phase of the game, that the Ferz became the Queen, and from the rank of a minor piece was elevated into the most potent on the board, combining in her own person the powers of Rook and Bishop. On the introduction of Chess into France, I may add, in the reign of King Pepin, the term *Fers*, by a curious philological blunder, caused, no doubt, by similarity of sound, was corrupted in *vierge*, from which it was subsequently transmuted into *la dame*, a designation retained by the Queen on the French Chess board to the present day.

The unhappy Earl of Surrey wrote a graceful little poem, called "The Lady that scorned her Lover," which turns on the similarity between the game of Chess and that of life. It contains these lines:—

"I rede ye take good heed,
And mark this foolish verse,
For I will so provide,
That I will have your ferse.
And when your ferse is had,
And all your war is done;
Then shall yourself be glad,
To end that you begun."

Reading, 16th September 1875. H. A. KENNEDY.

SOLUTIONS OF PROBLEMS.

No. 686.

WHITE.	BLACK.
1 R to K sq	1 B to K B sq
2 Q to K Kt 8	2 Aught
3 Mates accordingly	

No. 687.

1 R to Q B 5	1 P takes R
2 Kt to Q 5	2 Aught
3 Mates accordingly	

No. 688.

1 Kt to Q B 5	1 K takes R
2 Q to K B 4 ch	2 K takes Q
3 Kt to Q 3 dis ch	3 K moves
4 B mates	

No. 689.

WHITE.	BLACK.
1 K to Kt 8	1 K to Q B 4
2 Kt to Q 7 ch	2 K to Q 4
3 K to Q 2	3 K to Q 5
4 R to Q 5 mate	
If 1 K to K 4	
2 Kt to Q 7 ch	2 Kt to K B 5
3 R to R 5	3 K takes P
4 R to K B 5 mate	

No. 690.

See Problems Reviewed.

No. 691.

1 K takes B	1 Aught
2 Mates accordingly	

No. 692.

WHITE.	BLACK.
1 Kt to K 4	1 Aught
2 Mates accordingly	

No. 693.

1 Q to Q Kt 8	1 K to K 5
2 Q to K B 8	2 Aught
3 Mates accordingly	
If 1 K to Q B 4	
2 Q to Q R 7 ch, and R mates	
If 1 P to K 5	
2 Q to Q Kt 6 ch, and mates next move	

No. 694.

1 Kt to K B 4	1 P takes Kt
2 Q to K 4	2 Aught
3 Mates accordingly	

No. 695.

WHITE.	BLACK.
1 R to K Kt 6 dis ch	1 K to K 3
2 Q to Q 6 ch	2 K takes Q
3 R takes P ch	3 K moves
4 Mates accordingly	
If 1 K to B 4	
2 Q to B 4 ch	2 K takes Q
3 R takes P ch	3 K moves
4 Mates accordingly	

No. 696.

See Problems Reviewed.

No. 697.

1 Kt takes P	1 R takes Kt
2 B takes P	2 R takes B
3 Kt to K 7	3 Aught
4 Kt mates	

No. 693.

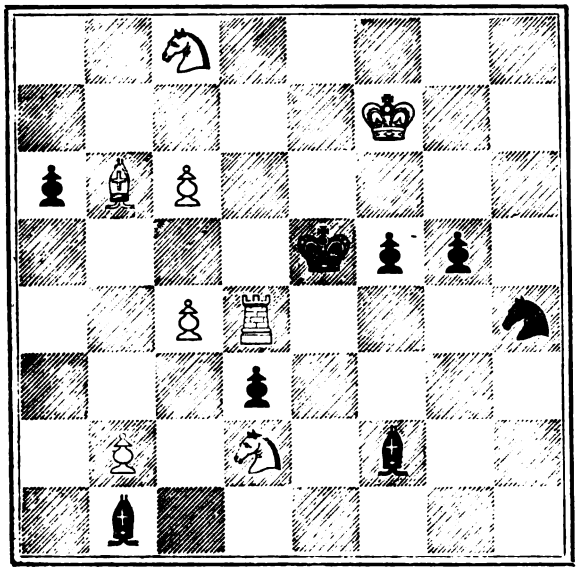
See Problems Reviewed.

* *Vide* his interesting paper on Chess in Burmah and China. Asiatic Researches, vol. VII. p 489.
† See Mr. Mason's diagram.

PROBLEMS.

PROBLEM No. 699.—By Dr. GOLD.

BLACK.

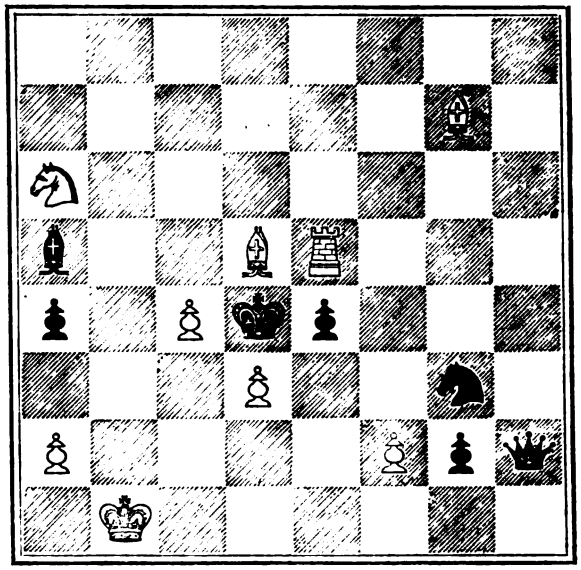


WHITE.

White to play and mate in three moves.

PROBLEM No. 700.—By R. B. WORMALD.

BLACK.

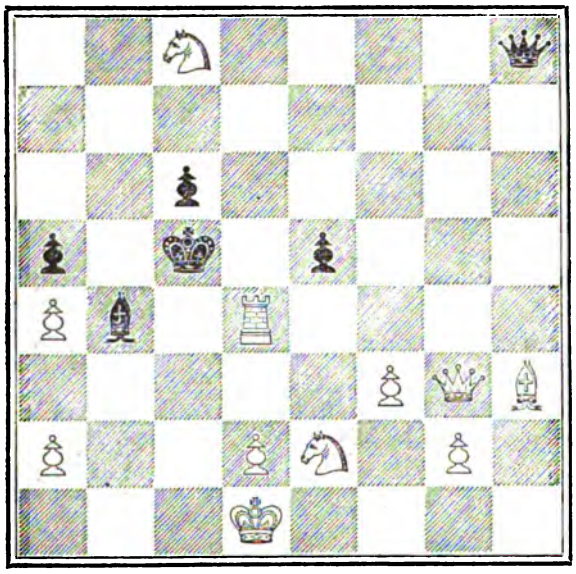


WHITE.

White to play and mate in three moves.

PROBLEM No. 701.—By R. ORMOND.

BLACK.

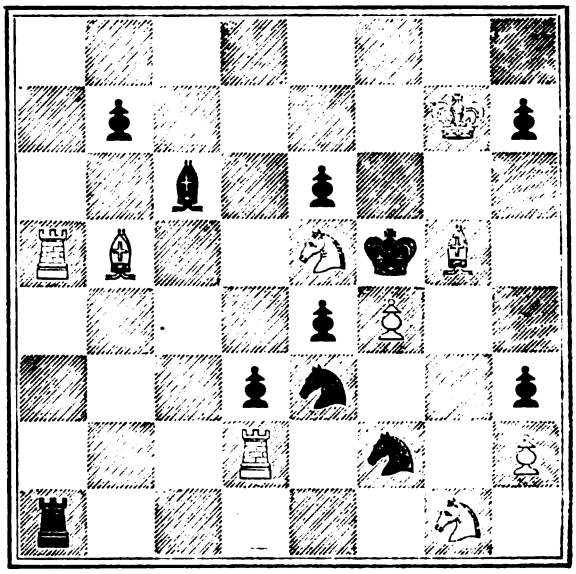


WHITE.

White to play and mate in four moves.

PROBLEM No. 702.—By G. J. SLATER.

BLACK.



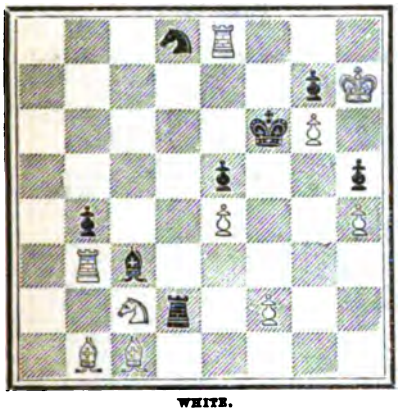
WHITE.

White to play and mate in four moves.

PROBLEMS.

No. 703.—By D. W. Clark, of Siberia.

BLACK.



WHITE.

White to play and mate in two moves.

No. 704.—By G. E. Barnier.

BLACK.

WHITE.

White to play and mate in two moves.

No. 705.—By J. P. Taylor.

BLACK.

WHITE.

White to play and mate in two moves.

No. 706.—By F. W. Martindale.

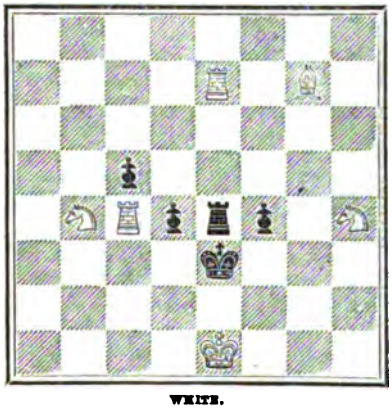
BLACK.

WHITE.

White to play and mate in three moves.

No. 707.—By A. Cyril Pearson.

BLACK.



WHITE.

White to play and mate in three moves.

No. 708.—By W. Coates.

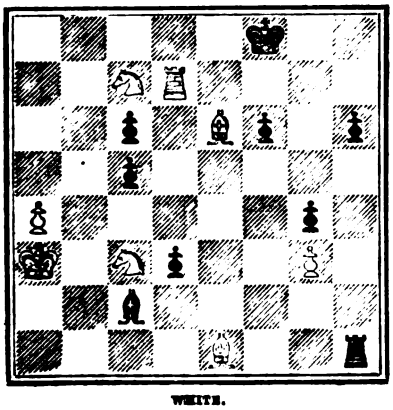
BLACK.

WHITE.

White to play and mate in four moves.

No. 709.—By J. Pierce.

BLACK.

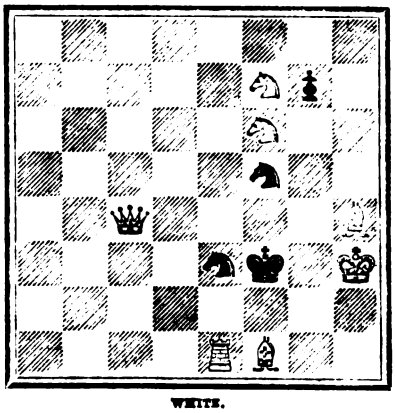


WHITE.

White to play and mate in four moves.

No. 710.—By Geo. E. Carpenter.

BLACK.



WHITE.

White to play and compel Black to mate in eight moves.

No. 711.—By S. H. Thomas.

BLACK.

WHITE

White to play and compel Black to mate in eight moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 107.

The following five games were played in the Cup Tourney of the Counties Chess Association.

Bishop's Game.

White. Mr. R. Fisher.	Black. Mr. Rankin.
1 P to K 4	1 P to K 4
2 B to B 4	2 B to B 4
3 P to Q 3	3 P to Q 3
4 Kt to Q B 3	4 P to Q B 3
5 Q to K 2 (a)	5 P to Q Kt 4 (b)
6 B to Kt 3	6 P to Q R 4
7 P to Q R 4	7 P to Kt 5
8 Kt to Q sq	8 B to K 3
9 B takes B	9 P takes B
10 Q to R 5 ch	10 P to Kt 3
11 Q to R 3	11 Q to B 3 (c)
12 Kt to K R 3	12 Kt to Q R 3
13 B to Kt 5	13 Q to B 2
14 Kt to K 3	14 Kt to B 3 (d)
15 Kt to B 4	15 Kt to B 2
16 B to K 3	16 Castles K R (e)
17 Q Kt takes K P	17 Q to K sq
18 B takes B	18 P takes B
19 Castles K R	19 Kt to R 4
20 Kt to Q 2	20 Q to Q sq
21 Q to K 3 (f)	21 Kt to B 5
22 K Kt to B 3	22 Q to K 2 (g)
23 Kt takes B P	23 Q to Q 3
24 Q Kt to K 5	24 P to Kt 4
25 Kt to Kt 4	25 Q to K 2 (h)
26 P to K Kt 3	26 P to R 4
27 Q Kt to K 5	27 P to Kt 5 (i)
28 P takes Kt	28 P takes Kt
29 Q takes K B P	Resigns

(a) A good move: it enables White to proceed with P to K B 4.

(b) This advance on the Queen's flank is worse than useless, it weakens Black's game very much.

(c) 11 Q to K 2 was preferable.

(d) 14 B takes Kt was not very satisfactory, but still better.

(e) The loss of a Pawn is now inevitable, whatever Black may play.

(f) If 21 Kt takes B P, Black would reply, 21 Q to Q 3.

(g) Sacrificing a Pawn to no purpose.

(h) If 25 P to R 4, White would reply 26 P to K 5, and 27 Kt to B 6 ch.

(i) If 27 Kt to R 6 ch, the continuation would be:—

28 K to Kt 2 28 P to Kt 5
29 Kt to R 4, &c.

GAME 108.

French Opening.

White. Mr. Sheriff Spens.	Black. Mr. Archdall.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P to K 5 (a)	3 P to Q B 4
4 Kt to K B 3	4 Kt to Q B 3
5 B to Kt 5	5 Q to Kt 3
6 B takes Kt ch	6 P takes B
7 Castles	7 P takes P (b)
8 Kt takes P	8 B to B 4 (c)
9 P to Q B 3	9 Kt to K 2
10 Kt to Kt 3 (d)	10 B to R 3
11 Kt takes B	11 B takes R
12 P to Q Kt 4	12 B to B 5
13 Q to R 5	13 Kt to Kt 3
14 B to K 3	14 Q to B 2
15 B to Q 4	15 Castles K R
16 P to Kt 3	16 P to Q R 4
17 Kt to Q 2	17 B to Kt 4
18 P to Q R 4	18 P takes P
19 P takes P	19 K R to Kt sq (e)
20 P takes B	20 R takes R
21 B takes R	21 R takes P
22 B to B 3 (f)	22 P to Q 5
23 B takes P	23 R takes P
24 Kt to R 6 (g)	24 Q to Q 2
25 Kt takes R	25 Q takes B
26 Kt takes P	26 Q takes Kt
27 Q to B 3	27 P to K R 3

Drawn.

(a) An inferior continuation.

(b) 7 P to B 3 was very promising.

(c) I prefer Kt to K 2, followed by 9 Kt to Kt 3.

(d) This move loses the exchange. 10 P to Q Kt 4, and if 10 B takes Kt, 11 Q takes B was the better course.

(e) An unsound sacrifice, why not 19 B to R 3, maintaining the numerical superiority?

(f) 22 Kt to Q 3 would have secured Black the superior game.

(g) Showy: 24 Kt to B 3 was the proper rejoinder.

GAME 109.

French Opening.

White. Mr. Andrews.	Black. Mr Jenkins.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 Kt to Q B 3	3 Kt to K B 3
4 P takes P	4 P takes P
5 B to Q 3	5 B to Q 3
6 Kt to K B 3	6 Castles
7 Castles	7 B to K 3
8 B to K 3	8 P to B 3 (a)
9 Kt to K 2	9 Q to B 2
10 Kt to Kt 3	10 Q Kt to Q 2
11 Q to Q 2	11 B takes Kt
12 B P takes B	12 P to B 4
13 P takes P (b)	13 Kt takes P
14 Q R to K sq	14 Kt takes B
15 Q takes Kt	15 P to Q Kt 3
16 Kt to Q 4	16 Kt to K 5
17 Kt to B 5	17 Q to Q 2
18 Kt to Q 4 (c)	18 Q R to B sq
19 B to B 4	19 R to B 5
20 Kt to B 3	20 P to B 3
21 Kt to Q 4	21 B to B 2
22 P to B 3	22 K R to Q B sq
23 Kt to B 2	23 Kt takes B P (d)
24 Kt to R 3 (e)	24 B to Kt 3
25 Q to B 3	25 R to R 5
26 R to B sq	26 B to K 5
27 Q to K 3	27 P to Q 5 (f)
28 Q to K sq	28 B to Kt 3
29 R to K B 2	29 Kt takes P
30 R takes R ch	30 Q takes R
31 Q to K 7	31 P to Q 6
32 Q to Q 6	32 Kt to B 8
33 R to B sq	33 Kt to K 7 ch
34 K to R sq	34 R to Q 5
35 Q to K 7	35 Kt takes B
36 P takes B	36 R takes P (g)
37 R to Q sq	37 R to K 5
38 Q to Q 6	38 Q to B 4
39 Q to Q 7	39 B to B 4
40 Q to Q 8 ch	40 K to B 2
41 Q to Q Kt 8	41 P to Q 7
42 Q to Kt 3	42 Q to B 8
43 Q to Q Kt 3 ch	43 B to K 3

And White Resigns.

(a) I prefer 8 Kt to B 3.

(b) It is questionable whether, in this particular position, 13 P to B 3 was not preferable. The move in the text (the right one, so far as it concerns the position of Pawns) gives great freedom of action to the adverse Knights.

(c) 18 P to K Kt 4 was better, I think.

(d) This capture would avail nought against best play.

(e) Overlooking the much stronger move, 24 Kt to K 3, which would lead, after 24 B to Kt 3, 25 Q to Q 2, 25 Kt to K 5, 26 Q takes P ch, to about an even game.

(f) If 27 Kt takes P, White would win a piece by 28 R takes R ch, 28 Q takes R, 29 Q to Kt 3. The game throughout is played by Mr. Jenkins with remarkable judgment.

(g) The shortest way to victory was:—

36 P to Q 7
37 Q to K 2 37 Q to B 8
[37 R to Q sq, 37 R to K 5.]
38 R to Q sq 38 Q takes R ch
39 Q takes Q 39 B to R 4

GAME 110.

French Opening.

White. Rev. A. B. Skipworth.	Black. Mr. Archdall.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 B to Q 3	4 B to Q 3
5 Kt to K B 3	5 Kt to K B 3
6 Castles	6 Castles
7 Kt to Q B 3	7 P to B 3 (a)
8 Kt to K 2	8 B to K Kt 5 (b)
9 Kt to Kt 3	9 Q to B 2
10 B to K 3	10 Q Kt to Q 2
11 P to B 3 (c)	11 Q R to K sq
12 B to Q 2 (d)	12 Kt to K 5
13 B to K 2	13 P to K B 4
14 P to B 4	14 P to Q Kt 3 (e)
15 R to Q B sq	15 B takes K Kt
16 B takes B	16 Kt takes B
17 Q takes Kt	17 B to B 5
18 Q to B 2	18 B takes R
19 R takes B	19 Q to Q 3 (f)
20 P takes P	20 P takes P
21 Kt takes P	21 Q to K 3
22 Kt to K 3	22 Kt to B 3
23 Q to Kt 3	23 R to Q sq (g)
24 P to K R 3	24 K R to K sq
25 Q to R 4	25 Q to Q 2
26 Q to Q Kt 3	26 Kt to K 5
27 R to Q sq	

And after many more moves the game was ultimately drawn.

(a) Kt to B 3 is preferable.

(b) A weak continuation.

(c) I fail to see the object of this move.

(d) Again, a mysterious proceeding.

(e) 14 P to B 5 was here better. It would force the White Knight to R sq, as

15 Kt takes Kt 15 P takes Kt
16 Kt to K sq 16 B takes B
17 Q takes B 17 P to B 6

gives Black an overwhelming attack.

(f) I prefer P to B 5.

(g) R to Q B sq was, perhaps, better.

GAME 111.

French Opening.

White. Mr. Minchin.	Black. Mr. Fisher.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 Kt to K B 3	4 Kt to K B 3
5 B to Q 3	5 B to Q 3
6 Castles	6 Kt to B 3
7 P to B 3 (a)	7 P to K R 3 (b)
8 R to K sq ch	8 Kt to K 2
9 Q Kt to Q 2	9 Castles
10 Kt to K 5	10 P to B 4 (c)
11 P to K B 4 (d)	11 P takes P
12 P takes P	12 Q to Kt 3
13 Q Kt to B 3	13 Kt to B 4
14 K to R sq	14 B to K 3 (e)
15 P to K Kt 4	15 Kt to K 2 (f)
16 P to B 5	16 B to B sq
17 B to K 3 (g)	17 Q takes Kt P
18 R to K 2	18 Q to B 6
19 R to B 2	19 Q to R 6
20 R to Kt sq	20 Kt to K 5 (h)
21 R to Kt 3	21 Q to R 4
22 B takes Kt	22 P takes B
23 Kt to B 4	23 Q to Q 4
24 Kt from B 3 to Q 2	24 B to Q 2
25 Kt takes B	25 Q takes Kt
26 R takes P	26 B to R 5
27 Kt to Kt 3	27 Kt to Q 4
28 B to B 2	28 B to B 3
29 B to Kt 3	29 Kt to B 5 (i)
30 Kt to R 5 (k)	30 B takes R
31 Kt takes B	31 Q to Q 4
32 R to B 5	32 Q takes Kt

33 B takes Kt	33 K R to K sq
34 R to B 7	34 Q to Q 4
35 R to B 5	35 Q takes R P
36 R to B 2	36 Q to Kt 6
37 Q to K 2	37 Q to B 6 ch
38 Q takes Q	38 P takes Q
39 K to Kt sq	39 R to K 5
40 B to B sq	40 R takes Kt P ch
41 K to B sq	41 R takes P
42 P to B 6	42 P to Kt 4
43 K to B 2	43 R to Q 6
44 P to R 4	44 P takes P
45 B takes P	45 R to K sq
46 R to B 4	

Black mates in two moves.

(a) Weak: 7 Kt to B 3 is the proper continuation.

(b) Loss of time, as B to Kt 5 would avail White nought.

(c) A favourite move, but of doubtful wisdom, as the simple answer, P takes P, leads to an isolated Pawn.

(d) P takes P was preferable.

(e) A very weak move, which throws away the advantage already obtained.

(f) If now B takes Kt, White obviously answers 16 P takes Kt, winning a piece.

(g) The position does not justify the sacrifice of a Pawn. 17 P to K R 3, or R to Q Kt sq, was a simple and good continuation.

(h) I would here prefer Kt to B 3.

(i) A move of remarkable depth, which seems to lose a piece, but, in fact, secures the gain of the exchange.

(k) If 30 B takes Kt, Black proceeds with:

	30 P to K 6 dis ch
31 K to Kt sq	31 Q takes B
32 R to K 7	

(32 R takes B, 32 Q to B 7 ch and 33 P to K 7)

	32 K R to K sq
33 R takes R ch	33 R takes R
34 Kt to B 5	

(34 Q to K 2, 34 Q to K 5, 35 Q to Kt 2, Q takes Q ch, &c.)

	34 P to K 7
35 R takes P	35 Q takes Kt P ch
36 K to B 2	36 Q to B 6 ch
37 K to K sq	37 Q to R 8 ch
38 K to Q 2	38 Q takes Q ch
39 K takes Q	39 B to B 6

OUR PROBLEMS REVIEWED.

No. 686, by J. W. ABBOTT.—"This looks very easy, but it is a deceptive position, and cost me some trouble to unravel," H. J. C. A.—"R to K sq. Good; I did not readily hit on the first move, as I tried every piece before the Rook," Wm. Coates. —"The mate with the Rook is pretty, but the other variations are spoilt by duals on the third move," J. N. K.—"A good problem, and very deceptive in the attack, the first move being very unusual. There are many more plausible methods of attack, which almost solve the problem," R. W. Johnson.—"Neat, but easy," W. Nash.

No. 687, by A. CYRIL PEARSON.—"Perhaps the chief merit of this problem consists in the way in which other solutions are prevented. One of the three variations contains a dual on the second move," J. N. K.—"Very pretty, and it is easy for a solver to go wrong here, as Kt to Q 5 so nearly answers," H. J. C. A.—"R to Q B 5. Pretty, and piquant, but not very difficult," Wm. Coates.—"A very fair problem; second solutions are skilfully avoided," W. Nash.—"Easy, and wanting variation. The first move is very obvious," R. W. Johnson.

No. 688, by GEO. E. CARPENTER.—"Kt to Q B 5. A fine problem, perhaps the best in the number; the Queen can be left *en prise* if Kt to K B 8 or Kt to Q B 5, strange to say these were the only first moves I tried," Wm. Coates.—"The best problem in the number. The sacrifice of the Queen is particularly elegant, and by no means obvious," J. N. K.—"The main play is full of beauty. In the variation wherein Black plays 1 R takes Kt there appear however to be two distinct solutions," H. J. C. A.—"Well constructed, and elegantly worked out, one of the best in the number; the idea is rather à la Berger, the principal pieces are sacrificed, and the minor ones do the work," R. W. Johnson.—"Very good in the main variation; it, however, contains a bad dual after 1 R takes Kt," W. Nash.

No. 689, by S. H. THOMAS.—"Ingenious, and well constructed, but rather of the puzzle type of problem, as it is pretty evident the Knight has a good share of the work," R. W. Johnson.—"A beautiful little problem; it gave me more trouble than all the rest put together," W. Nash.—"A very fine problem, undoubtedly the best on the page," H. J. C. A.—"Kt to Q Kt 8. Beautiful; the Pawns on K R file however show that the Kt moves first," Wm. Coates.—"Of considerable beauty. White has choice of several moves on his second move in both variations; but this may well be pardoned in a position of this kind," J. N. K.

No. 690, by T. W. MARTINDALE.—This does not admit of the author's solution, but affords one by 1 Kt takes P ch, as pointed out by W. Nash and R. W. J. H. J. C. A. simply shows the author's solution is untenable, and J. N. K. and W. Coates send the author's, without noticing its impracticability, Ed. W. P.

No. 691, by W. T. PIERCE.—"K takes B. The best two mover," Wm. Coates.—"Of only average merit," J. N. K.—"Highly ingenious, and perfect in construction, the duals being confined to a choice of mates with the Kt, and being also unavoidable," H. J. C. A.—"Not a pleasing problem, though it possesses considerable merit," W. Nash.—"A very fair two mover, the first move is rather unusual, and a very unlikely method of attack," R. W. J.

No. 692, by Dr. GOLD.—"Very good," W. Nash.—"The best of the two movers, as all Black's pieces are at liberty till the first move of White," R. W. J.—"Kt to K 4. Fair, but not equal to the preceding in beauty or variety," Wm. Coates.—"Wanting in variety, and not free from duals," J. N. K.—"White begins by threatening, on move 2, to mate with Q at B 5. If Black prevent this by 1 R to K Kt 4, White can mate with either Q, B or B P. The quadruple, triple and dual mates arising from other moves of this Black Rook are according to present custom in Germany, and may even be deemed ornamental by some high art critics," H. J. C. A.

No. 693, by P. RICHARDSON.—"Q to Q Kt 8. A charming problem, considering the simplicity of the position," Wm. Coates. —"Very pretty and ingenious, a first rate specimen of its class. The correct square for the Queen is not easy to discover," R. W. J.—"A most ingenious little stratagem," W. Nash. —"Very good. The Queen on the top of the hill is monarch of all she surveys, and makes a right royal and victorious progress through the enemy's country," H. J. C. A.—"Excellent in all respects. I rank this problem next to 688. England is certainly no match for America this month," J. N. K.

No. 694, by GEORGE J. SLATER.—"Very fair," W. Nash. —"Ingenious, though perhaps rather easier than usual with this composer," H. J. C. A.—"A good problem. The Black King must feel very much gratified by the presence of his Queen and Rook on the board," J. N. K.—"The idea is very pretty, but not difficult, as the Knight is evidently the leader of the attack," R. W. J.—"Kt to K B 4. Of average merit," Wm. Coates.

No. 695, by ROBERT BRAUNE.—"A delightful problem, one, indeed, that gives almost unmixed pleasure in solving, so beautiful, ably constructed, and highly finished are all the variations," H. J. C. A.—"A most excellent problem, and the best in the number; the sacrifice of the Q, to bring about the mating position, is admirably managed," W. Nash.—The sacrifice of the Queen is pretty, and perhaps compensates for the predominance of checks," J. N. K.—"This and 688 are the two best problems in the number. The opening move is very unusual, and the after play is very ingenious. This problem also reminds me of Berger," R. W. J.—"R to K Kt 6. The commencing move is somewhat obvious, but otherwise an excellent problem," Wm. Coates.

No. 696, by H. JAMES.—This problem can be solved in three moves, as shown by H. J. C. A., W. Nash, and R. W. J.; J. N. K. and W. Coates give the author's, in four moves, Ed. W. P.

No. 697, by JAMES PIERCE.—"Rather a lifeless position," W. Nash.—"Good in the main play, but imperfect in an important variation, there being two courses open to White if Black play 1 R to K 2," H. J. C. A.—"A difficult position, though rather dry and monotonous; the principal idea is ingeniously worked out," R. W. J.—"Accurate and good. The way in which all the White pieces are brought into play in turn is admirable," J. N. K.—"Kt takes P. The diversity of attack is somewhat limited by the confined position of the White pieces, but a good problem withal," Wm. Coates.—All our reviewers point out that this problem cannot be solved if Black play, on his fourth move, Q to Q B 5, Ed. W. P.

WHIST.

A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one lead.

HAND 225.

Played at the Junior Portland Club.
Score love all. Clubs trumps.

	A.	X.	B.	Z.
	L.	B.	F.H.Lewis.	J.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

HAND 226.

Score love all.
Z turned up Heart 8.

	A.	X.	B.	Z.
	L.	Dr. Lyne.	Mossop.	Kusel.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

HAND 227.

Played at the Grosvenor Club, in match with Chelsea Club, 22nd September 1875.
Score A B 5, X Z 4. Z turns up Spade 9.

	A.	X.	B.	Z.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

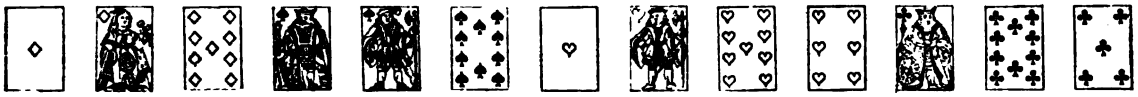
HAND No. 227.

NOTE TO TRICK 2.—The play is eccentric, but the result seems as good as could be obtained by more ordinary play. It is a maxim with Whist players, that you are never too weak to force. It would be quite orthodox to proceed with the Club Queen here. It is not common to lead from Ace Queen of trumps alone, unless forced to do so; and it is not usual to lead the Queen from Ace Queen. The players, all round, in other respects, play very accurately.

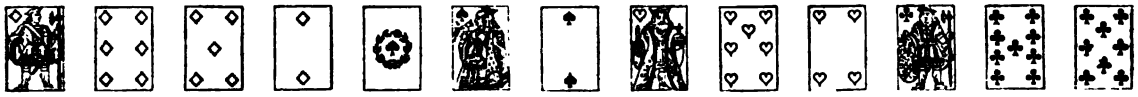
No. 115.—DOUBLE DUMMY PROBLEM.

By Mr. F. H. LEWIS.

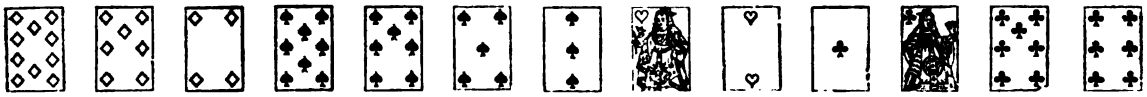
A's HAND.



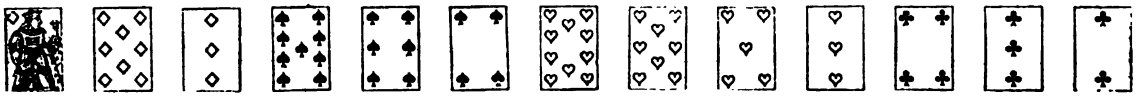
X's HAND.



B's HAND.



Z's HAND.



Hearts trumps. X to lead, and A and B to make four by cards.

WHIST JOTTINGS—INATTENTION.

No observant player can have failed to notice the loss he suffers by momentarily taking his eye off the Table. He may be in time to save himself from actual loss, by asking to have the cards placed, but in the meantime he has caused delay and inconvenience to the other players by his inattention. Mr. Clay said the cards speak, but it is useless to speak to a man quite deaf. The partially deaf man in conversation suffers inconvenience. He misses a word here, and a word there, and proceeds to argue on the assumption that the words he has heard is the substance of a proposition. The words not heard probably modified this. The player who does not notice every card played, but misses a card here or there, or places the cards in wrong order, is in the same predicament as the partially deaf man; the difference being, that over the infirmity we have no control, whilst the carelessness and inattention is our own. The same inattention a little later makes us ask to see the last trick, and hence more delay. The game is sufficiently difficult without making it more so by our own carelessness. If the language is not easy of comprehension, what shall we say of the learner who wishes to read the hand, and who begins by skipping a word or a sentence every now and then? Can any imperfect reader of imperfect writing expect to succeed under such circumstances? One player has said, by his cards, one thing, and another has told us something else, and the unobservant players do not know whether it be friend or enemy, right hand or left that has given the information. The tale that one hand can tell is full of blanks, and the reading of all four is necessarily disconnected. For inattention such as we have hitherto spoken of the player

suffers in purse. The only other person aggrieved is his partner, and as we have two adversaries who profit by the mistakes, and the public at large or outside backers are of no consequence, we can afford to go on being inattentive. It is a free country, and why should we be bothered by attending to the work before us. Whist, after all, is but a game of skittles, and why should we not enjoy ourselves whilst we are at play. An Act of Parliament cannot make men attentive, nor can we. If the love of gain and our partner will not cause players to concentrate their thoughts on the subject in hand, argument and ridicule will glide over their heads as water from a duck's back. There are some faults that we constantly see at the Whist table that might be mended. If we take another man's cards, or place the collected pack in a wrong position, this must arise from inattention. If we deal out of turn, or permit another to do so, this must be inattention. The laws of Whist are silent on the subject, because the moral law necessarily overrules Whist law. The Whist legislature does not say, thou shalt not steal, and it provides no punishment for the act of stealing another's deal. We presume it was some such ground as this that prevented our rulers from inflicting a punishment for this offence. It may be that it was thought that as there must be two players in fault—the right dealer and the wrong—the cutter and dealer—no punishment was necessary. The offence was sufficiently guarded against. We never heard the subject discussed, but in our opinion there should be a punishment inflicted on the active sinner. The cards are placed to be cut, and the act of cutting is mechanically performed. The active and passive delinquents are not in our judgment on an equality. If a player leads out of turn he is punished, but the second player following suit has done no wrong. The second player is supposed to play mechanically, although he should not do so. He is pardoned because he is led into error by the first player. The distinction is clear in law, and right in theory. The law does not assume malice prepense in the case of leading out of turn, and yet the law inflicts a severe penalty. So, again, if a player accidentally drops a card he must suffer for the mishap, and by analogy we see no reason why a player who takes another's deal should not suffer some penalty. We throw out the hint for the use of future law-makers. We suggest that it is competent for the Committees of Clubs to make a bye-law on the subject. We are averse to bye-laws governing games; but we are inclined to think that this might be an exception to the rule, because whether the player who commits the blunder is a member or stranger he would not be incommoded by such a law. Wherever he has played it was his duty to deal in turn, and it would be the same whether the rule were enforced by a penalty or not. If the cards have not been touched or seen, a fair penalty would be to have a fresh deal from the right player, provided no card has been played; and if a card has been seen, the proper dealer should score a point. We have, however, digressed from our point. Such errors as these can only arise from inattention. In claiming honours, a moment's reflection would tell any player whether he and his partner had honours or not. Why, therefore, not reflect before making the claim? Why give your adversaries the trouble to correct you? Why run the risk of gaining by your own wrong? It is not uncommon to see players draw out one card, and then another. If the player be the leader, the habit is tiresome, and nothing can be said further on the subject; but if the player is not the leader, and he draw out one card, and puts it back, and plays another, and at last he follows suit, he has told his partner that he has another of the suit. There is no punishment for this, but the offence looked upon from any point of view is very gross. Attention would rectify this error. Although we all play too fast, it cannot be necessary for any one to draw his card before his turn, and a player who does so, as third or fourth player, is sure to cause a wrangle. Inattention makes us forget the trump card, and who dealt, and therefore who led. To forget the trump card often loses the game, and this absence of knowledge constantly makes the lead incomprehensible. Whist skill is only developed by the observation of a number of little things, and the combination of all these makes one grand whole. He who will play Whist well, must attend to little things. In Whist, as in the world, our watchword should be, "Attention."

WHIST MATCH—GROSVENOR CLUB v. CHELSEA CLUB.

In a place so dull and so much behind the age as Chelsea—a place rendered uninhabitable by the stench of gas by night, and the mismanagement of the gas officials by day—it is something to know that a Club is in existence which can boast of 600 members. This Club challenged the Grosvenor, which consists of about 1,000 members, to play a match at Whist. The Grosvenor has admirable premises in Buckingham Palace-road. The challenge was accepted, and the combatants subscribed for a handsome cup as the emblem of victory. The game played was long Whist, and instead of cutting at the commencement of each rubber, the deal went in regular rotation round the table to the end of the match. Two members from each Club occupied five tables, and the winner was that side who gained the largest number of rubbers. At each table play was continued until one side won two rubbers out of three. The stake was love. The first match took place last July, and the following was the score:—

Grosvenor.	Chelsea.	
Isaacs	Maurice	Grosvenor 2.
Painter	Chalieu	
Coxale	Carlos	Grosvenor 2, Chelsea 1.
Goodman	Radland	
Graff	Green	Grosvenor 2, Chelsea 1.
Longest	C. P. Smith	
Dark	Burls	Grosvenor 1, Chelsea 2.
Roy	Jones	
Herbert	Lovegrove	Grosvenor 2, Chelsea 1.
O'Mahoney	Newton	

Number of rubbers won by Grosvenor 9, Chelsea 5. Matches, Chelsea 1, Grosvenor 4.

The second match was played on the 22nd ult. The Chairman invited us to be present to settle any dispute that might arise; but happily there was no occasion for our services. The rubbers were played in perfect quiet—a hint to some other clubs. All seemed thoroughly to enjoy themselves, and the players went about their work in a business-like manner. Their whole hearts seemed to be in their work, and they played with energy and zeal. In the end there was room for excitement, for the result was a tie, and the players of the last rubber had to play another rubber for victory, and this again gave room for excitement, for one side won one game and the other the second, and in the last game the score became nine all, so that nothing could be more evenly balanced. The following is the score:—

Grosvenor.	Chelsea.	
Dark	Rowland	Grosvenor 2.
Longest	Jones	
Goodman	Smith	Grosvenor 2, Chelsea 1.
Graff	Chalieu	
Herbert	Maurice	Grosvenor 1, Chelsea 2.
Painter	Banks	
Roy	Carlos	Grosvenor 2, Chelsea 1.
O'Mahoney	Wright	
Isaacs	Barls	Chelsea 2.
Newton	Newton	

Total, Grosvenor 7, Chelsea 6. Matches, Grosvenor 3, Chelsea 2.

On the style of play there is little to be said. There were no book players, and therefore no book leads. The popular lead was the singleton, and next to this two of a suit, but this was not always so. Some players stuck to the good old rule, and led from their longest suits, except that none would lead from that suit when it contained Ace Queen. The small cards were dealt with in a very reckless fashion, eights and nines were thrown away where twos and threes would have equally answered. Our friends would hardly pay 8d when 2d would equally answer the purpose. Lavish expenditure is not to be encouraged. Whist should teach economy, not extravagance. There was also carelessness about the deal. We saw the same player deal twice in succession more that once. We saw the deal pass to the right, and we saw the cards cut by the left hand player. These are details of little consequence, except so far as they exhibit carelessness. With trifling exceptions, such as these, the play generally was so good as to astonish us. The Blue Peter was happily unknown, but we heard one wretch explaining it to another. He said, if you have two of a suit, and you lead the highest, that is a Peter. What was to follow after that we shudder to think of. Hoyle is the authority, but Hoyle says lead from strong, not weak suits. One gentleman assured us that the Vienna Coup took him but fifteen minutes to solve. We shall be glad to receive from him correct solutions of Mr. Lewis's problems, but we hope he will examine the problem a second time before sending in the solution. Pegs and a cribbage board were used for scoring. We hope our host will forgive us, but without his knowledge we obtained from the waiter a brandy and soda, in no way inferior to the mixture of that name usually supplied at Clubs. The charge here was 4½d—committees and managers please mark this. We sincerely trust that we shall have many more such meetings, and we can assure our readers that we never witnessed a more pleasant social Whist gathering.

The tables were ordinary oblong tables that are used for the other purposes of the Club. On this was a good square piece of wood covered with green baize, which fitted on to the table, and was quite firm. The players sat at the corners of the square, and their tables seemed quite as comfortable as those we are in the habit of using. The cost of these could be but a few shillings. We mention this because this is sometimes one of the difficulties in the introduction of Whist into poor Clubs. The cards used in the Club are paid for by the Club, not by the players.

LEADS.

THE following, from the pen of Cavendish, has appeared in the *Field*.

One would suppose that scarcely anything fresh could be said about leads at this period of the existence of Whist; all the various leads having been worked out, and the results given in printed tables.

The first lead to which I would draw attention is that from ace, king, queen, knave. The lead usually given in the books is king, then queen in plain suits; knave, then queen in trumps.

Now in the case of the plain suit lead, if it is trumped, or not persevered with after the second round, partner knows nothing of the position of the knave. By leading first king and then knave, he learns the position of the queen as well as of the ace, and is thus informed of one more card in the leader's hand.

King, then knave, is also led by some players from tierce to a king and one small card. But this ought not to be done, as the lead of the queen after the king equally gives the position of the knave; for if knave were not in the leader's hand he would continue with a small one.

There is no mistaking the lead of king, then knave. It must be from a quart major; turn it about how you will, you can make nothing else of it; and by adopting this way of leading, partner is informed of one more card in the hand of the second round than by the ordinary method.

Of course, I am referring to original leads only. When the hand has advanced, king, knave may be led as strengthening cards. A similar remark applies to almost every book lead.

I would not advise any one to try the experiment of king, then knave, except with a good *vis-à-vis*, unless he particularly wants the knave trumped by his partner.

In trumps, the best way of leading from a quart major is knave, then ace. The lead of the knave, which wins, enables partner to put king, queen in the leader's hand; the lead of the ace completes the information. The reason the knave is not the best card to lead first in plain suits is that it may be trumped the first round, and the leader's partner cannot tell whether the lead is from quart major, tierce to a king, or tierce to a knave. Also ace is sometimes held up in trumps, but rarely in plain suits; consequently, knave of trumps, followed by queen, both being suffered to win, does not show four by honours so conclusively as knave then ace. From a quint major in trumps lead ten, then ace.

The usual lead from ace, queen, knave, ten is ace, then queen. This, however, is wrong, as it is not the game for partner to put king on queen led after ace, he having king and two small ones originally.* He therefore blocks the suit on the third round. The proper lead from ace, queen, knave, ten, with or without small ones, is ace, then ten. The same in trumps with a good partner, but not with an indifferent one. In trumps, the ten is led merely to give information as to the other two cards held by the leader, and not to get king played on ten, as the trump suit cannot be blocked. If ace, then queen is led from ace, queen, knave, and ace, then ten from ace, queen, knave, ten, it follows that the leader of ace, then queen, cannot hold the ten.

The partner of the player who leads ace, then in plain suits should put the king on the ten if he had but three originally, but not if he had four, as with four he can get out of the leader's way on the third round. Hence, by leading in the way proposed, the third player's hand, *quoad* the number he has of the suit led, can be counted whenever he has the king, if the proposed lead is made, but not if the ordinary lead is made.

From queen, knave, ten, &c., the recognised lead is queen, then knave. This is undoubtedly right, if the tierce is accompanied by only one small card; but from queen, knave, ten, and more than one small card, I contend that the lead should be queen, then ten. The reason is clear. If the leader's partner has the king (ace having come out first round), or ace (king having similarly come out), his play is directed by the lead of the ten. For he certainly will not put his ace or king on the knave, lead in the second round; but he would put it on the ten, if he had only the honour and one small card of the suit remaining, his object being to get rid of the command of the suit of which his partner held originally queen, knave, ten, and at least two small ones.

The collateral advantage of leading as proposed is, that it enables the partners to count each other's hands. Queen, followed by knave, indicates a lead from a suit of four cards, one of which is the ten. Queen, followed by ten, similarly indicates a lead from a suit of more than four cards, one of them being the knave. Also, the play of the leader's partner enables his hand to be counted, king or ace put on ten showing that he could only have held, at most, three of the suit originally, ten winning the trick, showing that the leader's partner has king or ace, and that he held at least four originally.

In short, this lead is only the principle commonly applied to king, queen, knave, and one small one, and king, queen, knave, and more than one small one, carried a step further down.

* We do not agree—ED. W.P.

AT BILLIARDS.

THE hand that she played with is whiter
  Than ivory sprinkled with snow;
And I'm but a faint-hearted fighter
  With such a redoubtable foe.
The balls that for me are unruly,
  Roll as if sped by a charm.
Praeneste's divinity duly
  Has aided that exquisite arm!

With cool disregard of the angles,
  She plays for impossible "breaks,"
My heart more completely entangles
  By making seductive mistakes.

The balls fly in every direction;
  My mind mathematical mourns;
The angle that's call'd "of reflection"
  The "angle of incident" scorns!

I smile on their motions erratic;
  I'm bland about "fluking" to-night;
I call up a look quite ecstatic
  When calmly she pockets the white
I win when a loser! Ah, sweetest!
  You play with the daintiest heart;
That's game! My defeat's the completest.
  And here is the stake, dear—my heart!

H. Saville Clarke, in Belgravia.

PIQUET PROBLEM.

WHAT is the highest score that can be obtained by both parties in one hand at Piquet; Elder and Younger Hand to obtain the same number of points? Vol. VIII. of the WESTMINSTER PAPERS will be sent to the first correct solver.

ECARTÉ

Calculation for Leader—*continued.*

VII.—Two trumps, 9 and 10 of a suit, Knave of another.

Case calculated Clubs trump ; ; ; ; Leads

Possible hands for D		L wins	D wins
Three or more trumps	See table		2,206
2 T 3 honours in A	$\frac{5\cdot4}{2} \times \frac{4\cdot3\cdot2}{2\cdot3}$		40
2 T 2 honours in A 1 of 17 cards (small A any B or C)	$\frac{5\cdot4}{2} \times \frac{4\cdot3}{2} \times 17$		1,020
2 T 1 honour in A 2 of above 17 cards	$\frac{5\cdot4}{2} \times 4 \times \frac{17\cdot16}{2}$		5,440
2 T K and Q B 1 of 15 cards (small A small B any C)	$\frac{5\cdot4}{2} \times \frac{2\cdot1}{2} \times 15$		150
2 T K or Q B 2 of above 15 cards	$\frac{5\cdot4}{2} \times 2 \times \frac{15\cdot14}{2}$		2,100
2 T 3 of above 15 cards	$\frac{5\cdot4}{2} \times \frac{15\cdot14\cdot13}{2\cdot3}$	4,550	
1 T 4 honours in A	$5 \times \frac{4\cdot3\cdot2\cdot1}{2\cdot3\cdot4}$		5
1 T 3 honours in A 1 of 17 cards (small A any B or C)	$5 \times \frac{4\cdot3\cdot2}{2\cdot3} \times 17$		340
1 T 2 honours in A 2 of above 17 cards	$5 \times \frac{4\cdot3}{2} \times \frac{17\cdot16}{2}$		4,080
1 T 1 honour in A K and Q B 1 of 15 cards (small A or B any C)	$5 \times 4 \times \frac{2\cdot1}{2} \times 15$		300
1 T 1 honour in A K or Q B 2 of above 15 cards	$5 \times 4 \times 2 \times \frac{15\cdot14}{2}$		4,200
1 T 1 honour in A 3 of above 15 cards	$5 \times 4 \times \frac{15\cdot14\cdot13}{2\cdot3}$	9,100	
1 T K and Q B 2 of above 15 cards	$5 \times \frac{2\cdot1}{2} \times \frac{15\cdot14}{2}$		525
1 T K or Q B 3 of above 15 cards	$5 \times 2 \times \frac{15\cdot14\cdot13}{2\cdot3}$	4,550	
1 T 4 of above 15 cards	$5 \times \frac{15\cdot14\cdot13\cdot12}{2\cdot3\cdot4}$	6,825	
4 honours in A K or Q B	$\frac{4\cdot3\cdot2\cdot1}{2\cdot3\cdot4} \times 2$		2
4 honours in A 1 of above 15 cards	$\frac{4\cdot3\cdot2\cdot1}{2\cdot3\cdot4} \times 15$	15	
3 honours in A K or Q B 1 of above 15 cards	$\frac{4\cdot3\cdot2}{2\cdot3} \times 2 \times 15$		120
3 honours in A K and Q B	$\frac{4\cdot3\cdot2}{2\cdot3} \times \frac{2\cdot1}{2}$		4
3 honours in A 2 of above 15 cards	$\frac{4\cdot3\cdot2}{2\cdot3} \times \frac{15\cdot14}{2}$	420	
2 honours in A K and Q B 1 of above 15 cards	$\frac{4\cdot3}{2} \times \frac{2\cdot1}{2} \times 15$		90
2 honours in A K or Q B 2 of above 15 cards	$\frac{4\cdot3}{2} \times 2 \times \frac{15\cdot14}{2}$		1,260
2 honours in A 3 of above 15 cards	$\frac{4\cdot3}{2} \times \frac{15\cdot14\cdot13}{2\cdot3}$	2,730	
1 honour in A K and Q B 2 of above 15 cards	$4 \times \frac{2\cdot1}{2} \times \frac{15\cdot14}{2}$		420
1 honour in A K or Q B 3 of above 15 cards	$4 \times 2 \times \frac{15\cdot14\cdot13}{2\cdot3}$	3,640	
1 honour in A 4 of above 15 cards	$4 \times \frac{15\cdot14\cdot13\cdot12}{2\cdot3\cdot4}$	5,460	
5 of 17 cards (small A any B any C)	$\frac{17\cdot16\cdot15\cdot14\cdot13}{2\cdot3\cdot4\cdot5}$	6,188	
		43,478	22,302

To be continued.

DRAMATIC NOTES.

It is not often that the end of September sees the world of the stage in full life and vigour. But this year the theatres, which closed unusually early in the summer, have opened unusually early in the autumn. The quiet interval or recess was marked by the annual visit to town of Mdlle. Beatrice and her company, whose regular season is in the country. The pleasure which is, as a rule, felt in the performances of this well-trained *troupe* was this year marred by the production of the exceedingly dull and verbose *Monsieur Alphonse* of Alexander Dumas. The translator might have given a new title to his play, in which all the characters vie with one

another in the art of lying. The lies are set in endless and prolix conversations, and the task of giving utterance to them appeared so uncongenial to Mdlle. Beatrice and her companions that they gabbled through the play at a great pace. The acting was of course good, and Mdlle. Beatrice would confer a boon on London by leaving behind her Messrs. Wenman and Harvey, the latter of whom has few superiors in strong juvenile parts. The departure of this company was the signal for the resumption of activity at the theatres, which, with the exception of the Court and Criterion, and those bad bargains, the Queen's, the Royalty, and the St. James's, are all open, and offering various attractions, with apparently good results in a pecuniary way. The so-called national theatre, Drury Lane, has turned from Sir Walter and Mr. Halliday to Mr. Dion Boucicault, whose *Shaughraun* is well worth a visit, for several reasons. The visitor's attention is retained without effort, there is no wearisome delay between the acts, and the play is over by half-past ten. It is needless to say that the story includes the rebel, the spy, the English officer, and the priest, all of them old friends in Irish dramas. Our sympathies are sought to be enlisted on behalf of Irish disaffection, but at the same time it is found useful to employ the English language, and we shall not be persuaded that Irishmen are genuine haters of the Saxon until Mr. Boucicault writes and produces his play in the Celtic. In that case, perhaps, so large a theatre as Drury Lane would not be required, although vast audiences were attracted to hear Shakspeare degraded into Italian.

In looking at the prospects of the present season, the first thing that strikes the observer is, as we have just said, that theatres seem to be prosperous, and this without the customary amount of puffing and advertising. We have now the theatre in London proper, in the Crystal and Alexandra Palaces, and in the provinces, which are richly fed with the plays and players of London. Both the suburbs and the country absorb many of the best actors who have no London engagement, and yet there are plenty left for the cockneys by no means devoid of merit. But when the observer proceeds to examine the entertainment provided for the London stage, he must feel mingled satisfaction and disappointment. He is pleased to see that tragedy and comedy,—that is to say, high art so called, are not wanting. Of comedy, there is both ancient and modern; but there is no modern tragedy, unless Mr. Tennyson's lengthy *Queen Mary* will be accepted as a specimen. Drama and melodrama also, which are very good in their way, flourish at Drury Lane, the Adelphi, and the Olympic, and there is excellent opera in English at the Princess's. But, amidst all this, there is, as yet, nothing new, except a drama called *Self*, which we have not yet seen. The excellence of the wares may be admitted, but they are all old stock. Mr. Boucicault's *Shaughraun* is no more new than a coat made from the remnants of an old suit of clothes may be pronounced new; a little play of an hour's length at the Globe, called *Talbot's Trust*, is too insignificant, besides being also suggestive of old materials, to be taken into account; and *My Awful Dad*, at the Gaiety, is simply Mr. Matthews *At Home*. The Lyceum and the Prince of Wales's, which are now the leading theatres in tragedy and comedy, are giving, the one *Macbeth*, the other *Money*. Twenty years ago the Haymarket and Sadler's Wells, which then occupied similar positions, provided no lack of new plays. It is true that few, if any, of those plays have survived to the present date, but the fact remains that there were dramatists to write, and managers to accept plays. And now, to digress for a moment, Sadler's Wells is put up for sale, but nobody will buy it, and the Haymarket is, —alas, what is the Haymarket at the time we write, with a playbill made up of *Among the Breakers*, *Red Tape*, and *Fox and Goose?* It is now some years ago since we had occasion to remark on the antiquated and worn out companies of the Adelphi and the Haymarket, and to wonder at the red-cloaked fossils of Mr. Buckstone's dress circle, and the gin-drinking old women of Mr. Webster's pit. Under good management the Aldelphi has reformed itself, and the *caste* of *Nicholas Nickleby* will bear comparison with the staff of most other theatres. But at the Haymarket the strong old members have been cast out, and the weak ones retained. What must be the feelings of Messrs. Howe, Rogers, and Clark, the three seniors of the company, for Mr. Walter Gordon is comparatively a recent comer, at being reduced to play "utility" parts in *Fox and Goose* and *Red Tape?* It is an odd reflection to think that Lord Dundreary and Major de Boots, unapproachable though their impersonators may be in these characters, have destroyed the position of the Haymarket as the comedy theatre. With regard to the dearth of new plays, it is customary to say that demand will create supply. But here is a public eager for novelty, and none is forthcoming. Nor can it be said that actors are wanted, for many new actors, and a few new actresses, have pushed their way to the front in the past two or three years. In fact, a playgoer does not require to be elderly, but only middle-aged, to see those who have given him intense pleasure being rapidly pushed out of their places by younger rivals. Mr. Webster has wisely retired, and Mrs. Mellon, the famous boy of the *Flowers of the Forest*, is now Mrs. Squeers. Mr. Buckstone has been nearly snuffed out by Mr. Sothern, Mr. Phelps is only to be seen at a morning performance, and Mr. Charles Matthews, who has never had a rival, is fain to excite applause by writing and acting in a play which is all about his apparent youth but actual old age. The lesser lights, the Ryders, Lacys, Vinings, Howes, and others, are failing or extinguished. Nay, even Marie Wilton, the original and never to be approached boy of burlesque, has become Lady Franklin in *Money*, and Miss Oliver has developed into Mrs. Candour in the *School for Scandal*.

Amongst the first productions of the young season were several specimens of opera bouffe, and this has given rise to fears in some quarters, and to hopes in others, that opera bouffe is to resume its interrupted sway, and to be the feature of the year. It is inevitable that every form of entertainment, even the most debased,

should find a place on the stage of an enormous city like London, but a very brief examination of theatrical programmes will show that opera bouffe does not flourish to any great extent. Take Mr. Chatterton's three theatres, the Lyceum, Prince of Wales's, Vaudeville, Olympic, Gaiety, and Haymarket. Neither opera bouffe nor anything resembling it is to be had at any one of these, which are all well established. On the other hand, what is the character of the Globe, the Opera Comique, the Charing Cross, and the Philharmonic, which are, or have been, feasting the eyes and ears of a certain section of the public with the attraction of opera bouffe? None of these theatres can be said to have a very good certificate of character, even from a commercial point of view. They pass quickly from the hands of one manager to that of another, and their doors are very often shut. At the same time the fact that no sooner is one manager exhausted than another takes his place, might be regarded as a proof that opera bouffe has its supporters. But opera bouffe, which, regarded by itself, is an enlivening and enjoyable entertainment, only lends its name as a cloak to something very different. Offenbach and Lecocq are secondary considerations, and their melodies are chosen haphazard, and attached to a miserable attempt at a plot, merely to form the framework to an exhibition of women in various stages of undress. Disguise it as managers may, ignore it as do the critics, the sole object of opera bouffe at the theatres we have mentioned is the pandering to the basest tastes, and the deification of all that is vulgar and vile. The trade is not very successful, and does not leaven the whole mass of the theatres, as the detractors of the stage falsely assert, but it flourishes in a measure, and has extended from London to the provinces. Large bodies of women, whom to call actresses is an insult to the profession, are paraded about the country, cheek by jowl with Mrs. Vezin, Mrs. Kendal, the Addisons and other ladies, and imbue our rural cousins with the idea that the old legends about the painted Jezabels of London players are absolute truth. A sense of shame is as utterly wanting to these women, and to those that take them about, as common intelligence; and it is not surprising that at the Charing Cross Theatre the fact of a lady thinking it worth while to defend her virtue, was turned into open and public ridicule. Perhaps the reader may say that this must be rather exaggerated censure, as the critics of the daily and weekly press have not pointed out and condemned these supposed evils, but have, on the contrary, given faint praise and encouragement to the theatre we have mentioned. We reply that on this subject nine-tenths of the critics are utterly callous, and the remaining fraction has its hands tied. Now and then a letter is written, an editor gets up a show of indignation, and there is a brief fit of energy on the part of the critic. In this way poor Miss Sheridan, who was no worse than a dozen others, was snuffed out. Who ever heard of the iniquities of Lefevre and his companions, or of the rottenness of certain speculations until the Foreign Loan Committee issued its report? And yet it was all well known before to the moralising journalist.. The truth is that the major part of dramatic criticism is either unsound or moonshine. Take, for instance, the daily critic who writes as a matter of business, and consequently as a rule praises, without a thought of the influence of the drama on public morals, and of his own functions between the two; or of the weekly critic whose ideal, in drama is the writing of the younger Dumas, and in farce the acting of Didier and Schey; or of occasional monthly critics, whose theatre going began the year before last, and who pen pages of vapid twaddle about high art, and the poetical drama. We look in vain for criticism, at once elevated and practical, but common sense and enlightened judgment rarely run together.

In reviving *Macbeth*, the Lyceum management has, in our opinion, made a false step. The awakened taste for Shakespeare should not be too soon jarred upon by choosing a play which contains all that "legitimate business" which has been ridiculed and made commonplace by burlesque. We do not aspire to criticise the play, nor compare commentators, but there is no doubt that *Macbeth* is characterised by excessive thunder and lightning, by awkward supernumeraries with helmets and broadswords, by wearisome trumpets and drums. The opening of the gate of Macbeth's castle is attended by that long drawn-out clanking of chains on the floor which always excites laughter. And Mr. Irving, when, in the last act, he declares that he will die with harness on his back, makes his exit with exactly the same sliding motion of the feet which has never failed to be ridiculed when done by those actors of the older school who are now declared to have been utterly imcompetent. We confess to a sympathy with those whose delicate nerves are irritated by this noise and clamour, and as, in spite of elaborate scenery and effects, there is now at the Lyceum nothing like the smoothness apparent in the production of *Hamlet*, the objectionable features are doubly obtrusive. We have mentioned these things, as, though insignificant in themselves, they seem to us to account in a great measure for the partial failure which must undoubtedly be the verdict on Mr. Irving's *Macbeth*. Noise and bustle, alarums and excursions are not the proper accompaniments for Mr. Irving's talent, and to those who have watched his career without malice on the one part, or blind enthusiasm on the other, the announcement of his intention to play Macbeth was from the first a disappointment. At the same time it would be unfair to ignore, as do some hasty or malicious critics, the industry, energy, and ability with which the actor has striven to realise the conception thought out by himself. The Macbeth of Mr. Irving, though it is to our mind inferior to that of Mr. Phelps, who himself never excelled in this character, is not to be rudely classed with that of any "rumbustuous" actor who may elect to play it. The truth is that the sudden rising of Mr. Irving has unhinged the minds of playgoers and critics. He has created that constant dream of the actor, a personal following in the public, who, wherever he goes and whatever he does will, for the rest of his career, applaud him with hats and hands, irrespective of criticism. This may be foolish, but it

is more pleasant to regard than the groundless and malevolent spite which certain of those who profess to be superior to the common herd feel towards Mr. Irving. This feeling culminated in the revolting snobbishness, a trait not uncommon in the world of literature and art, which found food for criticism in Mr. Irving's legs. The general acting in *Macbeth*, at the Lyceum, is even less satisfactory than that of the principal character. On the second night it went flatly, and no recall followed the sleep-walking scene of Lady Macbeth, although it was at the end of the fourth act, and not at the beginning of the fifth. Miss Bateman had none of the intensity she has shown in *Medea* and *Leah*, and appeared to have no heart in her work. Of the rest there are none that can be mentioned with praise, save Mr. Forrester as Banquo, and Mr. Mead as one of the witches.

ANSWERS TO CORRESPONDENTS.

All letters and exchanges should be sent ot the Editor, care of W. W. Morgan, 67 Barbican. No letter should be addressed to any one that is, or is supposed to be, connected with the PAPERS. We cannot undertake to reply by post.

CHESS.

W. C. jun.—We should be glad to receive specimens of Colonial games as well as problems. They will be printed if up to our standard. Number sent as requested. Thanks for the compliment.

G. W. (Brighton).—Thanks for the trouble you have taken. We received the problem direct from Mr. Richardson, and without any intimation that it had been published before, so you are probably mistaken.

J. T. (Dalston).—We shall use it next month, when we propose to deal with the subject at some length. The Committee never promulgated any decision in respect of "dual moves," and if it did, a man must have been asleep during the last nine months to suppose its judgment would now have any influence.

J. M. C. (Ringsend).—We had no intention of being satirical. Mr. Wormald's Openings is the best work on the subject for English readers. You can procure it of Morgan, 67 Barbican.

R. W. J.—Both the Problems marked A and B appear to be wrong, the former having no solution if Black play 1 P takes Kt, followed by 2 Kt takes B, the latter having two other solutions besides your own, by either R takes B or P to Q 6. Those marked C and D are still under examination.

G. E. C. (Tarrytown).—Your four mover can be solved thus:—

1 R to K B 5	1 K moves
2 R to Q 2 ch	2 K to K 8 or K 6
3 R to K B 2 or K R 5	3 K moves
3 R mates	

J. N. K.—We see no solution to your Problem if Black play 1 Kt to K Kt 7. It is a very elegant and attractive position, and well worthy of some little trouble to correct it.

SIGMA (St. George's).—We quite agree with you, and can only regret that such displays of erudition are, at best, but "desert flowers."

H. JAMES (Brompton).—The journal that originated the system continues it, but we believe that another column which borrowed the idea does not find it work successfully.

WHIST.

C. K. (*Playing out of turn*).—If the 3rd hand play before the 2nd, the 4th hand may play before his partner. It follows, we think, that in this position the 2nd player may request the 4th player to play before him.

M. M. O.—There is no penalty for saying you have the game in your hand. It is very unwise to say anything of the sort, because it always leads to a wrangle.

S. H. H.—A revoke; we have answered the question dozens of times.

L.—A, leader, instead of leading 1 card, leads 2; something takes place between X and Z (the adversaries) that, in the opinion of a referee, amounts to a consultation. On this A claims to play the card he pleases, and to take up the other. Is this so?—*Ans.* A consultation causes loss of the right to demand any penalty. A can therefore play one of the exposed cards and take up the other. The decision has been approved of by Cavendish, to whom the matter was referred, we having a bet on the point.

DOUBLE DUMMY.

J. A. DE M.—D. D. Solution, No. 113, received after we went to press. Write earlier, please.

DELTA.—Your solution gives the odd trick to A and B instead of to X and Z. This result you arrive at principally by allowing X, at trick 2, to take the H with his Ace. If he passes it the first time you will see how wrong you are. We shall always be glad of your assistance, and hope to find you more successful next time.

PIQUET.

M. D. IN Q. (Cavendish Club).—I am Elder Hand; I play an Ace, which is the only trick I make. When we come to the end of the hand, I find I have discarded one card too few, consequently I have been playing with thirteen cards. As a matter of course I know that I cannot score anything. My opponent scores all he has in hand, and claims the *Capot* likewise, which I dispute?—*Ans.* Ask your opponent what a Capot is. To make the Capot we fancy he must win every trick, and with an Ace led by the Elder Hand we fail to see how the trick could be taken.

B AND K. (*Playing with 13 Cards*).—*Ans.* No. The Elder Hand can count nothing; but his six cards (being good) prevent the Younger Hand making the Repique. There is no doubt that the penalty is sometimes insufficient, and it might give rise to frauds, but this is a matter for law makers.

ECARTÉ.

R. B.—What is the rule at Ecarté about a player, with the lead, throwing down on the table two or more cards together, without remark: can the adversary treat which card he pleases as the one first led? The case chanced thus:—

A's HAND—King and another Diamond, Knave ten trumps (Spades), ten of Clubs.

B's HAND—King and another Heart, Ace and small trump, Knave of Clubs.

A leads King of Diamonds; B trumps.

B leads King of Hearts; A trumps.

A leads Knave of trumps; B plays Ace trumps. Thus far A has 2 tricks, B 1 trick. Hereon A throws down his two remaining cards, small Diamond and ten of Clubs, *with no remark*, and proceeds to score the trick.

B covers the Club, and, winning this, leads his Heart, and claims the trick. A maintains that B, having no Diamond and no trump, the trick *must* be his, as, of course, he would lead the Diamond. B holds that allowance must be made for possible errors. A *might* have led the Club, which would have lost him the trick; and, any how, A having played two cards together, with no remark, B may consider whichever he pleases as the card led.—*Ans.* By proceeding to mark the trick, A makes it clear what his intentions were. He knows that B has no D from the first trick, and he meant to play D. In our judgment there is no penalty, but, as we say so often, the men who are in such a hurry that they cannot play two cards consecutively, waste more time than the more methodical players.

DELTA.—You are forgiven.

The Westminster Papers.

1ST NOVEMBER 1875.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE past month has been neither so meagre of incident nor so barren of promise for the future as its immediate predecessor in the calendar. The opening of the new West End Chess Club was marked by the secession of two respected members of the London Chess circle; the event has since been signalised by the customary banquet, and it is to be still further commemorated in the course of the present month by a friendly match between Mr. Potter and Herr Zukertort.

The resignation of Messrs. Gastineau and Rabbeth from a club, to the formation of which they have devoted much of their time during the last two or three months, will be universally regretted. As members of the provisional committee, their names were at least as influential as any others on the roll, and when they allowed themselves to be nominated for office it certainly had all the appearance of an affront to exclude them from the management of the new association. The "bore of the matter" appears to be a very small one, but if it is true, as is roundly asserted, that the rejection of these gentlemen has been brought about in resentment of their action in respect of the "honorary member" question at the City Club such a piece of petty vengeance could not be too strongly condemned. A "wire pulling" *régime* would be disastrous to the new association, for it would be destructive of the frankness of intercourse which should exist between the members of a Chess club; we shall therefore hope that that part of the story is founded on a mistake.

The inauguration banquet took place on the 21st ult., at the Club-rooms in Coventry-street, under the presidency of Mr. Eccles. We have been assured that every clime was laid under contribution, and all the elements, earth, air and water, ransacked to provide materials for the cook, and, crowning glory of the feast, that every guest was in that state of grace which is secured by the possession of a good appetite. The speeches are said to have been distinguished by brevity and smartness, flavoured equally by the cloves of the Malaccas and the pepper of Java, and that even the "capers of Barbary" were not eaten in vain.

The match between Mr. Potter and Herr Zukertort, although it will be contested for a stake of £40, and with a time limit, is altogether a friendly one. So far as we can learn there has been no *higgling* over the stakes or the number of moves to be played in an hour, a modern realism that burlesques the chivalry of the Chess champion as he shines in the pages of the old writers. The negociations on this occasion, indeed, call to mind the picture of the Syracusan champion gracefully beseeching Leonardo "for a trial of skill, that it may be proved which is the better master of this most honorable pastime." In this "trial of skill," it is agreed that the winner of five games shall be the victor, and that drawn games shall not count for either side unless in the course of the match they exceed five in number. If that unlooked for event should come to pass, then drawn games shall count a half game to each player.

The novelty of the counter-attractions at the new establishment in Coventry-street has drawn away a goodly number of the fraternity from the Divan, but as nearly all the English players are still true to the old shrine in the Strand, there will be no lack of first class play for our country cousins when they visit us. Bird, Boden, Macdonnell and Wormald are constant visitors at Simpson's, waging battle with each other in default of weaker adversaries, while, in other respects, the defections we have referred to have served to increase the comfort of the faithful few.

The City Club appears to be directing much of its old earnestness to a question about which there ought not to be two opinions among business men, viz.: Whether honorary members should or should not be disqualified from serving on the Managing Committee. As "honorary members" contribute nothing to the funds of the Association, they have no claim to assume control of its expenditure, and we suppose that outside of a Chess club they would never have been invited to place themselves in such a false position. The City Club will have to look to its laurels if the members would not have it become like the Iehabod of the Jews, a place from whence the glory has for ever departed.

The first match of the season between the Endeavour Club, of Brixton, and Excelsior, of Camberwell, was played at the rooms of the latter club on the 16th ultimo. From the following score it will be seen that the Brixton players won by two games :—

ENDEAVOUR.	Won	Lost	Drawn	EXCELSIOR.	Won	Lost	Drawn
Mr. Koenigs ...	0	1	1	Mr. Wilson	1	0	1
Mr. V. C. Peyer	1	0	0	Mr. Beer	0	1	0
Mr. E. E. Peyer	0	2	0	Mr. Gortley	2	0	0
Mr. Igard	1	1	0	Mr. Smith	1	1	0
Mr. Keene	2	0	0	Mr. Bott	0	2	0
Mr. Hodge	2	0	0	Mr. Hopper	0	2	0
Total	6	4	1	Total	4	6	1

The Endeavour Club was also victorious in its match against the Bedford players on the 23rd ult.

At the meeting of the Bristol and Clifton Chess Association, held on the 22nd September last, it was announced that two tournaments will be contested by the members during the current season; one for the silver cup presented by the President, the Rev. J. Greene, the other a handicap.

With the October number of the *Huddersfield College Magazine* commenced the fourth volume, and Mr. Watkinson opens the campaign with one of Mr. Frank Healey's prettiest three movers, from Messrs. Pierce's forthcoming collection of English Chess Problems. In the new solution tourney, a copy of Mr. Bird's *Masterpieces* will be given to every subscriber who solves the entire series of problems appearing in the current volume, and to each of the next three on the list a copy of the *Glasgow Herald* for six months. The subscription to the *Huddersfield College Magazine* is only three shillings per annum, and the Chess department is in the "front rank."

The *Glasgow Herald* announces that steps have been taken to establish a Chess Club at the West End of Glasgow. A committee has been appointed to draw up rules, and the new club is expected to obtain the suffrages of residents at the West End of the City and also of gentlemen connected with the University.

The lists of the problem tourney in connection with *La Statégie* closed with twenty-nine competitors. The publication of the competing problems commence with the November number, and will be continued at the rate of three sets per month, until such problems as pass the preliminary examination shall have been published. The October number of *La Statégie* has another of M. Delannoy's amusing articles upon London Chess and Chess players. The serious recital of Mr. Macdonnell's humorous account of his surroundings during the progress of his match with Mr. Wisker is not the least amusing part of the article, and we were particularly struck with the indictment against the harmless, necessary tea. The cup which neither cheers nor inebriates, is, as every one knows, the favourite "tipple" of the pensive Chess player, and we really do not see how Chess matches are to be played without it.

A little journal has just made its appearance in connection with an industrial exhibition of the South Kensington kind now being held at Paris. One of the numbers of the *Feisthamel* contains a Chess article, devoted curiously enough to a description of the London Chess Clubs. The St. George's, we are informed, is the favourite lounge of the nobility in general, and more particularly of that remarkable peer *Lord* Disraeli. The Westminster is said to be the resort of the learned professions, and the City Club is the place of all others where bankers and merchant princes most do congregate. We believe that a brace of Peers may be seen occasionally at the St. George's, and although among the Premier's many attainments, natural and acquired, we have never heard either of his nobility or his attachment to Chess, it is certain that he could readily obtain a patent for the first, and it is at least possible that a very little patronage would soon purchase a reputation for the other. In the Westminster, we had at one time a great many "learned friends," but we have long since rendered to that society what the old poet called "the sad civility of an epitaph," and our "learned friends" have betaken themselves to a haven where they devote themselves exclusively to counting tricks before honours, a pastime which, it is unnecessary to say, has never found favour among Chess players. If we were to assert that we never met a banker or a merchant prince at the City Club, we might be doing a great injustice to the *Feisthamel*, as well as the Club, and, besides, we can confidently affirm that we never saw a check or a draught dishonoured there, whatever inconvenience the presentation of either might occasion to the drawee.

The second number of the *Nuova Rivista* is fully equal in merit to the first. There is an interesting article upon the ending Rook and Pawn against Bishop, by Signor Centurini; games, news, and fourteen problems.

The September number of the *Deutsche Schachzeitung* contains an article, by Herr Meyer, upon problems, for the most part illustrative of dual moves. As might be expected from a composer of Herr Meyer's experience, he affirms that dual moves diminish the worth of any problem in which they occur, and that they should be condoned only in cases where the merits of the conception or construction outweigh the default of the composer in respect of them. It was this test that the judges applied to the problems in the late Westminster Club Tourney, and since the publication of their award some of the most prominent English composers have formally assented to the principle in a communication lately printed in the Chess column of the *New York Clipper*. We also agree with Herr Meyer's remark, that "Variations increase the worth of a

problem, and all the more the nearer they lie to the first move," but with this modification, that we should not prize them for themselves alone. Herr Meyer is too skilful a composer of problems to require any warning on such a point, but the tyro may be told that variations brought about by the introduction of pieces or Pawns on either side for that purpose have no value. Such a process produces, not a variation of that which has gone before, but something entirely different, and therefore irrelevant; if, on the other hand, only such pieces as are *necessary* in the leader are employed in the variations, these will spring naturally from the theme, and will serve to illustrate and enrich it.

The American Chess Association, if it is has not been killed, has been apparently scotched in the city of brotherly love. The *Detroit Free Press*, which contains a capitally conducted Chess column, points out that the election of the Association's officers for one year having taken place in July 1874, their term of office has now expired, and as no steps have been taken for their replacement, it is only fair to conclude that the Association is no more. It is difficult to reconcile this opinion of our contemporary with the rumours current in London, that General Congdon has recently expressed confidence in the ultimate success of the International Congress, under the auspices of the Association, proposed to be held in Philadelphia next year. We hope the latter reports may prove to be well founded, but if General Congdon, and those with whom he acts, really desires to secure the attendance of European players, the sooner the programme of the tourney is published the better.

Mr. Horner, of Brooklyn, has made his award upon the merits of the problems contributed to Miron's tourney in the *New York Clipper*, assigning both first and second honours to the compositions of Mr. Townshend, of Newport. Special commendation is conferred upon the problems of Mr. Teed and Mr. Gilberg, and honourable mention is made of those contributed by Mr. T. M. Brown and Colonel Huggins. The conditions of this tourney were entirely novel, viz: that Black should move first, and effect mate in any number of moves at the option of the composer, and that the Black King should be in check at the start. Through the courtesy of Miron we are enabled to place both of the prize problems before our readers.

First Prize.
" Ffydd a Gobaith."

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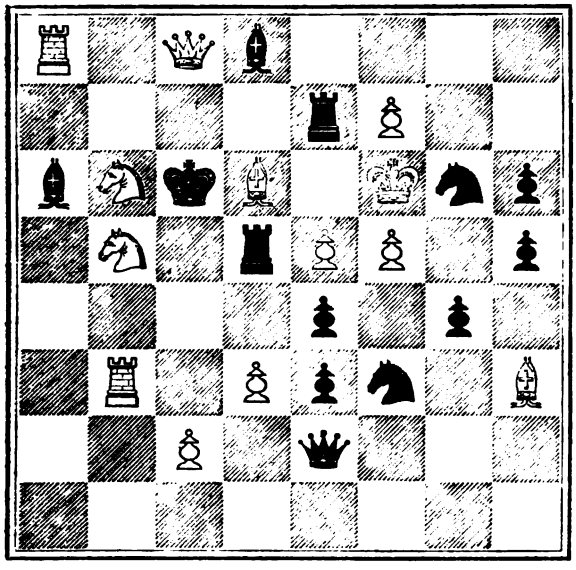

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Black to play and mate in ten moves.

Second Prize.
" Fy merch Gwenddolen."

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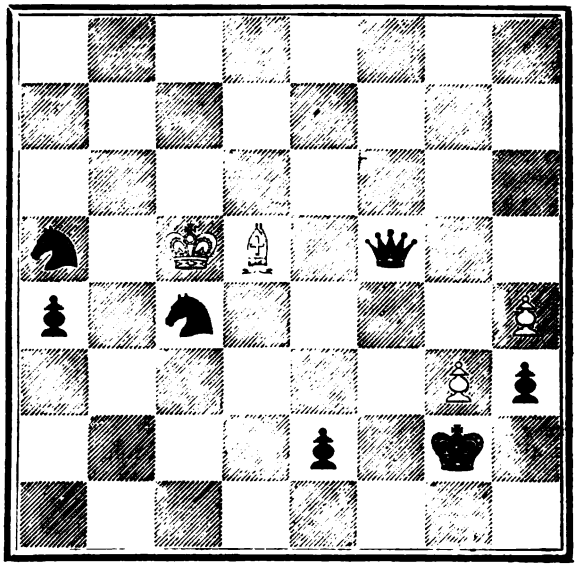

BLACK.

Black to play and mate in three moves.

In the match between Mr. Ensor of Buffalo, and Mr. T. M. Brown, announced in our last number, the former has scored a victory in the proportion of seven to five. This is by no means an inglorious defeat, more especially as Mr. Brown is known to be a sufferer at all times from very delicate health.

The *Hartford Times* announces the formation of a Chess Association for the State of Connecticut. At a meeting held at Hartford, on the 1st ult., temporary officers, with Captain O'Farrell as president, were empowered to make arrangements for the immediate inauguration of a State Chess Congress, in which the leading players of Connecticut will contend for a challenge cup and purse. The "Magic Chessmen," is a

capital little story, in the Mortimer Collins line, and we suppose (except the verses) is original. The verses, so far as we know, first appeared over the signature "Carrera," in the *Chess Player's Chronicle* for July 1851. The last one, which is omitted in the story seems to fix the date of publication, it runs as follows :—

"Be Wiseman's insult, Pusey's sophistry,
And Bennet's mummeries from our thoughts;
The wine flask lies upon the turf, and we, withdrawn,
Play Chess upon the lawn."

It is possible that the verses appeared before that date. The above has always appeared to us out of harmony with the three which precede it, for in it we suddenly tumble down from Arabian odours and magic squares to the atmosphere of Fleet-street and the newspaper controversies about the papal aggression which then engaged the public mind.

We look anxiously for the solution of that wonderful nine-pin problem, by Mr. Waterbury, in the *Hartford Times*. We have tried to mate these nine Queens simultaneously in eleven moves, and have failed ignominiously. That may be our fault to be sure, and not Mr. Waterbury's, nevertheless, we watch, wait, and even *hope*.

The end game in the margin is submitted to the readers of THE WESTMINSTER PAPERS at the special request of the author, Mr. John A. Douglas, conveyed to us through "Miron." We shall be glad to hear from our friends upon the subject, but we may say here that Herr Zukertort, who has given some time to its examination, expresses his belief that the end game can be won by White, and only in the way proposed by the author.

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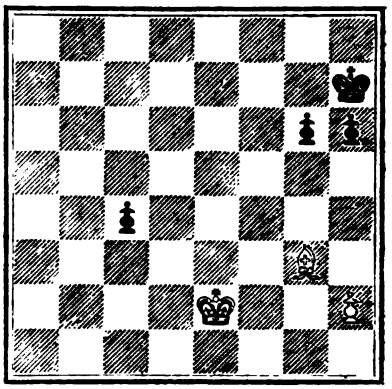

WHITE.
White to play and win.

A correspondent of the New York Clipper has discovered one of that race of "faultless monsters which the world never saw," a Chess-player capable of playing four and twenty games of Chess, simultaneously without sight of the board, content to hide his light from the world for as many years. Seneca Falls, where the games are said to have been played, is the name of a small summer resort in northern New York, and it does surprise us that five and twenty Chess-players have ever congregated within its precints. The name of the blindfold player is Mr. W. H. Mundy, and the games are said to have been played at the house of Judge Josiah T. Miller.

The *Detroit Evening News* reports favourably of the prospects of Chess in the State of Michigan. In Detroit a Committee has been appointed for the purpose of selecting rooms for the coming winter session, and in the meantime temporary accommodation has been provided for the players of the district.

The editor of the Chess department in the *Lebanon Herald* offers a silver cup, suitably inscribed, for the best two move problem contributed to that journal, on or before the 25th of December next. The composer of the second-best problem will receive a copy of each issue of the *Lebanon Herald*, post free for one year, and to the authors of such as are deemed worthy of "Honourable Mention," will be given a handsomely printed certificate of that fact. The conditions of the tourney are as follows :—

1.—Problems offered for competition in this Tourney must be original, and in two moves, the only stipulation allowed being, "White to play and mate in two moves." The author's solution must be on the *reverse* of the paper containing the problem.

2.—Problems must reach us on or before 25th December 1875.

3.—Each problem must be designated by a motto, and accompanied by a sealed envelope superscribed with the motto and containing the author's name and address.

4.—Competition open to the world. Every composer may of course, submit as many problems as he desires.

Address CHESS EDITOR, HERALD,
P. O. Lock Box No 1,
LEBANON, TENN., U.S.A.

The *Herald* is a highly respectable journal, published at Lebanon, Tennessee, and the Chess column, being evidently in good hands, is destined to achieve more than a local reputation.

Mr. W. H. Hotchkin, of the *Watertown Reunion*, in concert with the Chess editor of the *Toronto Globe*, has undertaken to organise a postal card tourney between the Chess players of the Dominion and the United States. The project seems fairly started, and we wish it every success.

In Australia the attention of Chess players throughout the several colonies was concentrated upon the final stage of the Melbourne Cup Tourney. The struggle to determine who should contest with Mr. Goldsmith, for the possession of the Silver Challenge Cup, rested between Mr. Burns and Mr. Lulman, the former giving the odds of a Knight, and ended in a victory for the latter, who scored three to Mr. Burns' two. The match between the victor and Mr. Goldsmith was commenced without delay, and at the date of our latest advices (28th August) Mr. Goldsmith had scored the first game, in "splendid style."

METAMORPHOSE. A NOVELTY IN CHESS.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—Out of the infinitude of suggested reforms in Chess how few survive! In Geology, to know who tenanted our Planet myriads of ages ago, but examine the sand-rock, and the footprints plainly tell. Were there then no Chess-reforms in the past century? if so, what trace have they left upon the board.

Additional squares to the board, extra Pawns, transposed pieces, are but the wreck-drift of radicalism in Chess, apparently doomed to be borne down by the sluggish current of conventionalism. Unquestionably, the fact of the mere suggestions of the various modifications, is an incontestible proof of a desire for change. For reasons, perhaps only too obvious, there is, on the part of players possessing, in a large degree, the faculty of originality combined with ingenuity, a disrelish to compete with players who have digested, if not swallowed, the standard tomes of the great Masters, and satiated their minds with the master-pieces of every finished executant from Philidor to Morphy. Undoubtedly most, if not all, of the many attempts to afford a more extended scope for original variety have been set on foot with a desire to counteract what is regarded as the worst features of the cramming system. A mental joust at Chess should be each combatant deploying his own forces, unaided by supplementary assistance.

Yet one player, by reason of his want of leisure or disinclination for study, although of a temperament affording vivid conception, keen penetration, profound analysis, and brilliant daring, would withal be ill-matched to combat with one who has at his mental beck, and is, as it were, in physcological communication with the combined hosts of Philidor, Ponziano, Greco, Salvio, La Bourdonnais, M'Donnell, Lewis, Walker, Staunton, Jaenisch, Paulsen, Anderssen, Lowenthal and Morphy.

The standard players of to-day can without a doubt hold their own under any equitable test, and I believe they will do wisely to encourage any slight modifications which tend to banish that lethargic uniformity which is now well-nigh encrusted with mediævalism. If persistent and unreasoning opposition is resorted to, I can only hope that the very abundance of Chess literature will involve its disciples in an inextricable fog of voluminousness; and trust that those who rely upon it will, like the warriors of old, perish by the weight of their own armour.

The question then is, can an antidote be effectually applied to the universal bane of bookishness? I believe it can, and with advantage. I do not propose to alter the board, nor the pieces; but simply to amend one of the rules of Chess. The present law allows only three modes of escape from check, viz., to interpose, to capture the checking piece, or to move the King. In the case of a Knight's check, only the two latter forms are available.

The proposed modification, which would have considerable influence on the game, consists in permitting an additional means of escape from check, by wording the rule somewhat as follows: "The King is only in check when attacked by a piece, which (if the King were prizable) could capture it without the attacking piece uncovering check upon his own King." Thus a King would remain in check so long, and only so long, as the attacking piece was immovable by reason of discovering check upon his own monarch. The subjoined diagram, with a few remarks, will be sufficiently explanatory.

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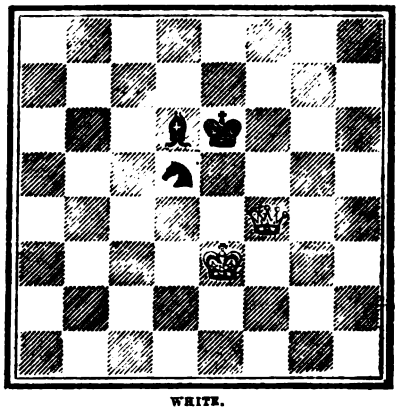

WHITE.

The King is now in check, and, by the old code, must move, but by the new rule, as suggested, White can cover by Queen to Q B 4, because the Knight could not capture without discovering check upon his own King. If following this move B checks at B 4 Queen cannot capture, as it would leave the King in check. If B checks at B 5 the Queen cannot capture for the same reason, but the King can then take, as his condition is relatively the same: and lastly, if Black, instead of moving his B on the second move, play K to any square but B 2, the conditions are altered, the White King is really in check, and the King must move or the Knight be taken.

This, then, is the central idea, and one which, if fairly tested by actual play, and impartially considered, will, I believe, go far towards achieving the desiderated reform.

To those who have devoted many years to the assiduous study of Chess lore, it would appear a very Machiavelian policy to contrive to annul the knowledge they have carefully garnered so many years. But in every public interest, private interests must suffer. And I believe there is a spirit of patriotic devotedness to Chess animating our best players sufficient for them to abandon, if needs be, any individual excellence they possess by the retention of the present system, if Chess can be placed on a footing where mind can grapple with mind, and the balance can no longer be swayed by the pressure of past centuries.

When an Indian warrior dies, his confrères, to mark their respect, each take a small stone, and marching single file, throw them one by one, until a goodly mound attests the performance of this simple, if rude, rite. Thus, if the bookishness of these latter-days has rung the knell of originality, I trust it may not be deemed presumptuous if, in admiration of its many brilliant qualities, I cast my pebble on the pile.

City of London Chess Club. S. J. STEVENS.

MY CONQUEROR.

O, WICKED suggestion of malice,
You know that I cannot refuse;
And yet when I play with you, Alice,
My fate, from the first, is to lose.
'Tis not that you scheme like a German,
Or wonderful tactics display;
Your eyes so decree in a firman,
My heart is compelled to obey.

Then who can withstand the confusion
You always contrive to create?
Your King and my Queen in collusion,
Soon manage to settle *her* fate.

Your Knights, without pang or compunction,
At pleasure assume to be Rooks;
Your Pawns, with a Bishop-like unction,
Make moves never taught in the books.

Your Queen thinks her foes too enraptured
To harm her wherever she moves;
And coolly declines to be captured,
When daring unfortunate proves.
With triumph and victory laden,
Their efforts she treats with disdain;
Ah, say is she not like the maiden
My heart has been suing in vain?

Z.

OUR PROBLEMS REVIEWED.

No. 699, by DR. GOLD.—"Not up to the author's best standard, though rather pretty," H. J. C. A.—"A very neat little problem, though rather easy," W. Nash.—"Very ably constructed. The escape from a solution by 1 Kt to K 7 is instructive," J. N. K.—"Good, and well constructed. The first move is deceptive," R. W. J.

No. 700, by R. B. WORMALD.—"A pretty little puzzle for the juveniles," W. Nash.—"Very pretty. There is, however, a choice of moves for the White King (on move 2) which would be obviated by adding a Black Bishop at K Kt 3," H. J. C. A. —"Easy, with a dual on second move," R. W. J.

No. 701, by R. ORMOND.—"The main solution is beautiful, but the variation arising from 1 P takes R produces a triple result, much to the detriment of the problem," H. J. C. A.—"A capital problem, the first move being very subtle, and the after-play interesting," W. Nash. — "The main idea is excellent, but the only variation is crowded with duals," R. W. J.

No. 702, by G. J. SLATER.—"The idea of this is ingenious, and the position is cleverly constructed. It is, however, somewhat easy of solution," H. J. C. A.—"Very good. White's second move is by no means easy to discover," J. N. K.—"Another excellent problem. Although containing but one variation, it is, perhaps, the most difficult of the ordinary mates in the number. It is a sequence of moves, each one of which might form the key move of a fair problem," W. Nash.—"The best in the number of the regular problems; elegantly worked out and difficult of solution," R. W. J.

No. 703, by D. W. CLARK.—"Poor," J. N. K.—"Fair," H. J. C. A.—"The best of the two movers," W. Nash.—"Fair, of the ordinary type," R. W. J.

No. 704, by G. E. BARBIER.—"A little game," H. J. C. A. —"The best of the two movers, but that is not saying much," J. N. K.—"Well constructed, but poor in other respects," W. Nash.—"Easy, but pretty; the best two mover," R. W. J.

No. 705, by J. P. TAYLOR.—"Poor," J. N. K.—"An excellent problem," W. Nash.—"A commendable point in this is the unusual freedom of the Black King. The White forces are, however, far too numerous. Such extreme disparity should be carefully eschewed, for it is artistically bad," H. J. C. A.—"A pair with 703," R. W. J.

No. 706, by F. W. MARTINDALE.—"Barren of idea," W. Nash.—"Weak and uninteresting," J. N. K.—"Mediocre," H. J. C. A.—"Simple and lifeless," R. W. J.—None of our Reviewers appear to have noticed the double solution to this problem, all sending one by 1 K to Kt 6, the author's being 1 Q to Q 8, Ed. W. P.

No. 707, by A. CYRIL PEARSON.—"A dainty device, not specially difficult, but undeniably pleasant to solve," H. J. C. A. —"Elegant symmetry," J. N. K.—"Very neat and pleasing," W. Nash.—"Pretty, but easy on account of its symmetry," R. W. J.

No. 708, by W. COATES.—"A good study for young composers, many squares being carried or controlled in a masterly way with but few pieces, although beginning with a check; this puzzled me," H. J. C. A.—"Very neat, but not so interesting as this composer's productions usually are," J. N. K.—"A capital problem of its class," W. Nash.—"Excellent of its class," R. W. J.

No. 709, by J. PIERCE.—"The first move is very deceptive, but the after-play is plain sailing," W. Nash.—"A well constructed problem, with a rather unexpected solution," J. N. K. —"Ingenious," H. J. C. A.—"Very good, the Bishop does his work well. The first move is rather puzzling," R. W. J.

No. 710, by GEO. E. CARPENTER.—"Although consisting entirely of checks, I found this extremely difficult. The finish is undoubtedly beautiful," H. J. C. A.

No. 711, by S. H. THOMAS.—"Another very hard nut, masterly alike in idea and construction," H. J. C. A.—"A most ingenious and difficult study," W. Nash.

We regret to find that we made a mistake last month in quoting J. N. K.'s review of Mr. Thomas's problem, which was based on an incorrect solution. There are no duals or choice of moves for White whatever.

PROBLEMS.

PROBLEM No. 712.—By J. N. KEYNES.

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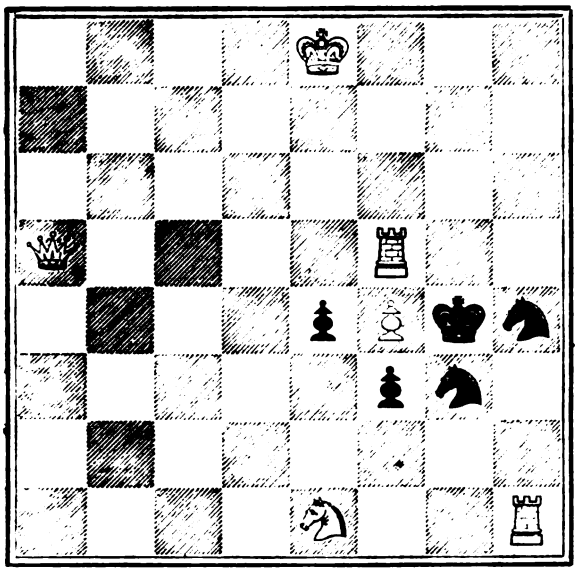

WHITE.

White to play and mate in three moves.

PROBLEM No. 713.—By F. W. LORD.

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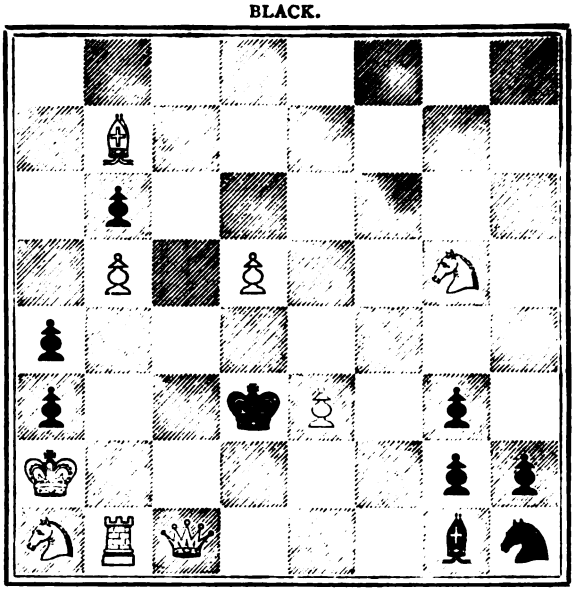

WHITE.

White to play and mate in three moves.

PROBLEM No. 714.—By F. W. MARTINDALE.

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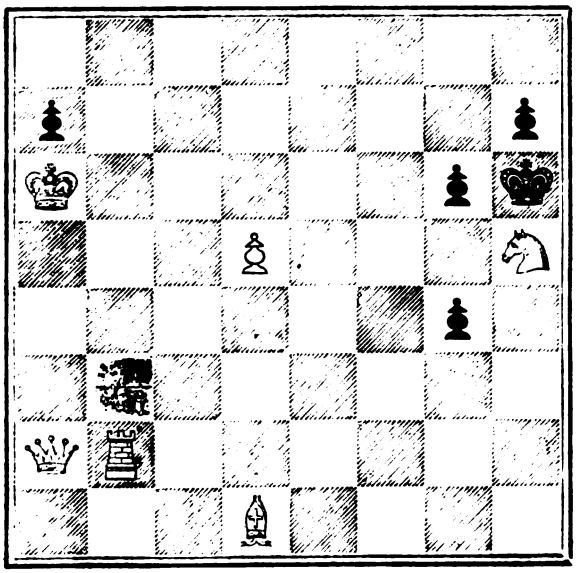

WHITE.

White to play and mate in three moves.

PROBLEM No. 715.—By W. T. PIERCE.

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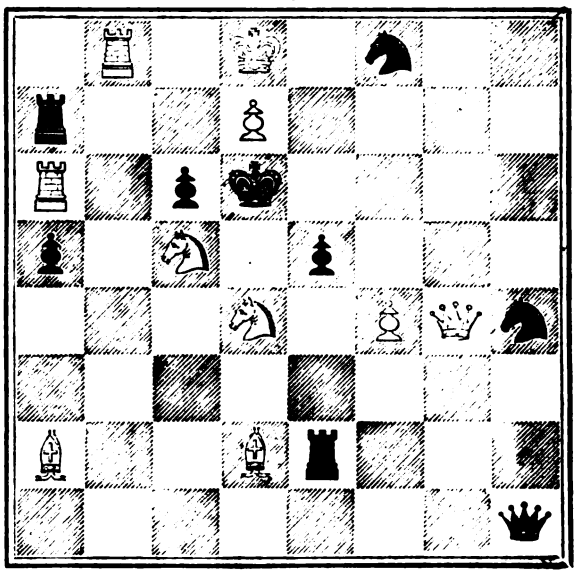

WHITE.

White to play and mate in three moves.

PROBLEMS.

No. 716.—By C. Callander.

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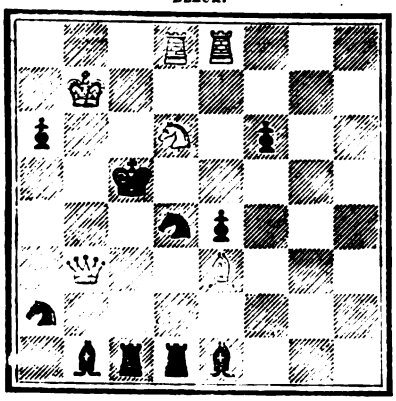

WHITE.

White to play and mate in two moves.

No. 717.—By G. J. Slater.

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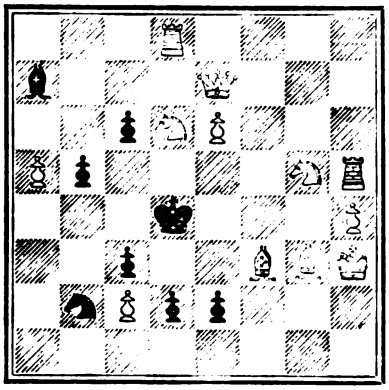

WHITE.

White to play and mate in two moves.

No. 718.—By J. W. Abbott.

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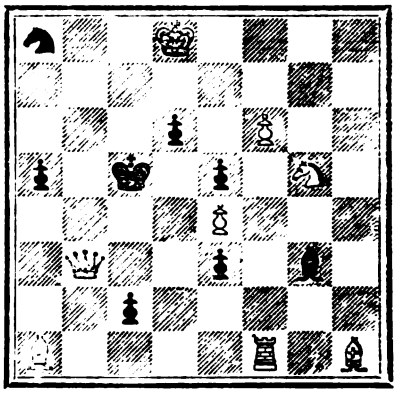

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White to play and mate in three moves.

No. 719.—By A. Cyril Pearson.

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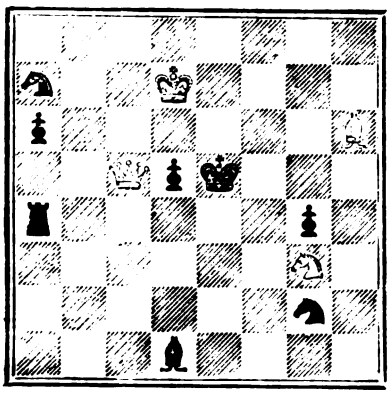

WHITE.

White to play and mate in three moves.

No. 720.—By S. H. Thomas.

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WHITE.

White to play and mate in three moves.

No. 721.—By D. W. Clark, of Siberia.

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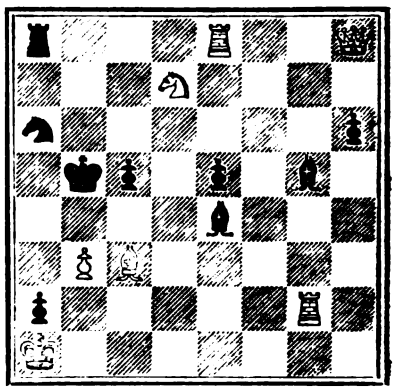

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White to play and mate in three moves.

No. 722.—By Wm. Coates.

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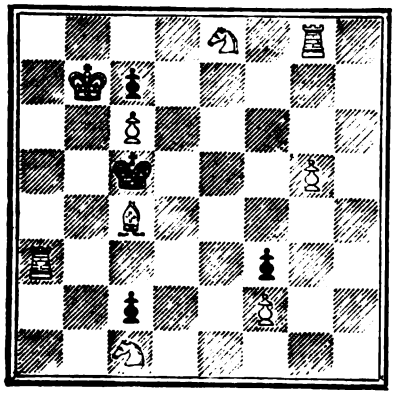

WHITE.

White to play and mate in four moves.

No. 723.—By C. A. Gilberg.

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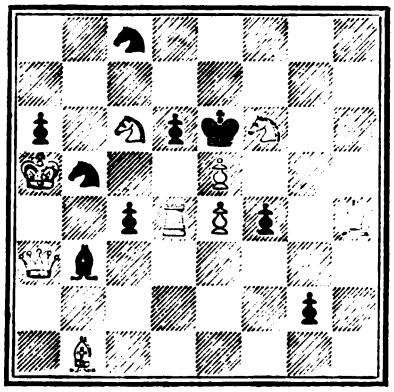

WHITE.

White to play and mate in four moves.

No. 724.—By J. Menzies.

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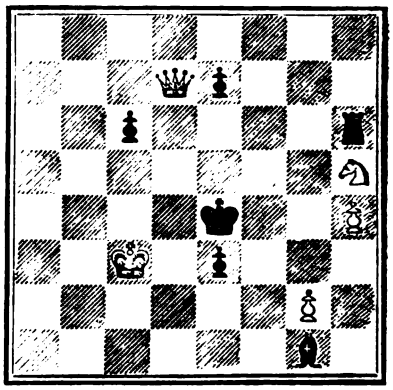


WHITE

White to play and mate in four moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 112.

Evans Gambit.

The first game of two, played simultaneously, by correspondence, betwen "Aryan" (a Brahmin) and "Marwaree" (an Englishman), and published in the *Daily Englishmen*, Calcutta. Commenced in February and ended in June 1875. —The second game, a Ruy Lopez, was won by "Aryan."

White. MARWAREE.	Black. ARYAN.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes Kt P
5 P to B 3	5 B to R 4
6 P to Q 4	6 P takes P
7 Castles	7 P takes P
8 Q to Kt 3	8 Q to B 3
9 P to K 5	9 Q to Kt 3
10 Kt takes P	10 K Kt to K 2
11 Kt to K 2	11 P to Kt 4
12 B to Q 3	12 Q to K 3
13 Q to Kt 2	13 Kt to Kt 3
14 Kt to B 4	14 Kt takes Kt
15 B takes Kt	15 P to K R 3
16 Q takes P	16 Q R to Kt sq
17 Q to B 5	17 R to Kt 7 (a)
18 Q to R 3	18 R to Q Kt sq
19 B to Q 2	19 B to Kt 3 (b)
20 Q R to Q sq	20 B to Kt 2
21 B to Kt sq	21 P to Q R 4
22 B to B 3	22 Kt to Kt 5
23 Kt to Q 4 (c)	23 Q to Kt 5 (d)
24 P to B 3	24 Q to B 5
25 K to R sq	25 Castles
26 Kt to B 5	26 Q R to Q sq (e)
27 Kt takes Kt P	27 Kt to Q 4 (f)
28 Kt to B 5	28 K R to K sq
29 B to Q 2	29 Q takes K P
30 Kt takes P ch	30 K to Kt 2
31 Kt to Kt 4	31 Q to K 2
32 Q to Q 3	32 R to K R sq (g)
33 B to R 6 ch	33 R takes B (h)
34 Kt takes R	34 Q to B 3 (i)
35 Q to R 7 ch	35 K to B sq
36 Q to Kt 8 ch	36 K to K 2
37 Kt to B 5 ch (k)	37 Q takes Kt
38 Q takes R ch	38 K takes Q
39 B takes Q	39 Kt to K B 3
40 R to Q Kt sq (l)	40 B to Q 4
41 R takes B	41 P takes R
42 R to B 2	42 B to B 5
43 P to Kt 4	43 P to Q 4
44 P to K R 4	44 K to K 2
45 P to R 5	45 K to B sq
46 P to R 6	46 K to Kt sq
47 P to Q R 4	47 Kt to K sq
48 R to Q Kt 2	48 Kt to Q 3
49 B to Q 7	49 P to Kt 4
50 P takes P	50 P to Q 5
51 P to Kt 6	51 B to Q 4
52 K to Kt 2	52 P to Q 6
53 B to Kt 5	53 Kt to Kt 2
54 B takes P	54 P to R 5
55 B to Kt sq (m)	55 P to B 3
56 B to B 3	56 B takes B
57 R takes B	57 K to R 2
58 R takes P	58 Kt takes P
59 B to R 7	59 Kt to B 4
60 P to Kt 7 and wins	Resigns.

(a) 17 R to Kt 5 was the proper course; the move in the text loses more time than this opening permits.

(b) Why not the simple continuation 19 B takes B, 20 Kt takes B, 20 Q to K 2, 21 Q to B 3, 21 Castles?

(c) It is evident that, after 23 B takes Kt, 23 P takes B, White dare not take the Pawn on account of 24 B takes Kt, threatening 25 B takes P ch.

(d) A showy attack: White has already a manifest superiority.

(e) A mistake; but the better move, K R to Q sq, was by no means satisfactory.

(f) If 27 K takes Kt, 28 P to K 6 dis ch, followed up by 29 P to K 7.

(g) There is nothing to be done, if 32 Kt to B 3, 33 B to B 3.

(h) If 33 K to Kt sq, White proceeds with 34 Q to B 5.

(i) If 34 K takes Kt, White mates in 4 moves.

(k) 37 K R to K sq, 37 K to Q 3, 38 Kt takes P ch was stronger.

(l) The immediate advance of the Kt and R Pawns was the shortest road to victory. White's play in the end game is very inferior to the skill exhibited in the middle.

(m) 55 B to K 4 wins at once.

GAME 113.

Giuoco Piano.

Played between Mr. L. C. Fleury and the Brahmin, Anund Chunder Bhuttachaijee, on the 8th January 1875.

White. Mr. L. C. FLEURY.	Black. ANUND CHUNDER.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to B 3	4 Kt to B 3
5 P to Q 4	5 P takes P
6 P takes P	6 B to Kt 3
7 Kt to B 3 (a)	7 Castles
8 Castles	8 P to Q 3
9 P to K R 3	9 P to Q R 3
10 B to K Kt 5	10 Q to K sq (b)
11 P to Q R 3 (c)	11 B to R 4
12 P to Q Kt 4	12 B to Kt 3
13 P to K 5 (d)	13 P takes P
14 P takes P	14 Kt takes P
15 R to K sq	15 Kt takes Kt ch
16 Q takes Kt	16 Q to B 3
17 B to Q 5	17 Kt takes B
18 Kt takes Kt	18 Q to Kt 4
19 R to K 5	19 K to R sq
20 B to B 6	20 Q to B 3
21 B to K 7	21 B to K 3
22 B takes R	22 R takes B
23 Q to R 5 (e)	23 B to Q 5
24 Kt to K 7 (f)	24 Q to B 7
25 R to K 2	25 Q takes R
26 Q takes Q	26 B takes R
27 Q to K 4	27 P to Q B 3
28 P to B 4	28 B to B 3
29 Kt to B 5	29 R to Q sq
30 K to R 2	30 P to K Kt 3
31 Kt to K 3	31 R to Q 5
32 Q to B 3	32 R to Q 6
33 Q to K 4	33 R takes P
34 P to B 5	34 P takes P
35 Kt takes P	35 R to R 7
36 Q to K B 4	36 B takes Kt
37 Q takes B	37 K to Kt 2
38 Q to Kt 4 ch	38 K to B sq
39 Q to B 8 ch	39 K to Kt 2
40 Q to Kt 4 ch	40 K to B sq
41 Q to B 8 ch	41 K to Kt 2

Both parties persisting in the same moves, the game was given up as drawn (g).

(a) The strongest continuation is here 7 P to Q 5.

(b) K to R sq was preferable.

(c) A curious continuation, which Black meets by a still more eccentric reply.

(d) This sacrifice of a Pawn provides White with a fine attack, which he conducts vigorously.

(e) Premature; 23 Q R to K sq would give White a fine game.

(f) Threatening mate in two moves, by Q takes R P ch.

(g) Both parties, I think, are compelled to repeat their moves, as any other course would be favourable to the opponent.

GAME 114.

Played in the final pool of the Melbourne Challenge Cup.

White. MR. SEDGEFIELD.	Black. MR. BURNS.
1 P to Q 4	1 P to K B 4
2 P to Q B 4	2 K Kt to B 3
3 Q Kt to B 3	3 P to K 3
4 P to K 3 (a)	4 P to Q Kt 3
5 P to Q R 3	5 B to Kt 2
6 Kt to B 3	6 B to Q 3 (b)
7 P to Q Kt 4 (c)	7 Castles
8 P to Q 5 (d)	8 P to K 4 (e)
9 B to K 2	9 P to B 3
10 Castles	10 Kt to R 3
11 Q to Kt 3	11 P takes P
12 P takes P	12 Kt to B 2
13 R to Q sq	13 P to K 5 (f)
14 Kt to Q 4	14 Kt to K sq
15 K Kt to Kt 5 (g)	15 Kt takes Kt
16 Kt takes Kt	16 B to K 4
17 R to R 2	17 P to Q R 3
18 Kt to Q 4	18 Q to B 3 (h)
19 Kt to B 6 (i)	19 B to Q 3
20 B to Kt 2	20 Q to B 2
21 Kt to K 5	21 B takes Kt
22 B takes B	22 P to Q 3
23 B to R sq	23 Kt to B 3
24 P to Q R 4 (l)	24 K R to Q B sq
25 Q R to Q 2	25 R to B 2
26 P to Kt 5	26 P to Q R 4
27 B to Kt 2	27 Q R to Q B sq
28 P to K B 4	28 R to B 4 (m)
29 Q to R 3	29 Kt takes P
30 B to Q 4	30 K R to B 2
31 Q takes P	31 R to Q 2
32 Q to R 3	32 Q to Kt 3 (n)
33 B to K 5	33 Q to B 2 (o)
34 Q to Kt 3	34 K to B sq
35 B to B 4	35 Q R to Q sq
36 Q to B 3 ch	36 K to K sq (p)
37 Q to Kt 2	37 P to Kt 3 (q)
38 B to Q 4	38 Q to K 3
39 B to Kt 7	39 Q to K 2
40 B to R 6	40 Q to B 3
41 Q to Kt 3	41 Q to B 6 (r)
42 R takes Kt (s)	42 Q takes Q
43 R to K 5 ch	43 R to K 2
44 R takes Q R ch	44 K takes R
45 B takes Q	45 R to Q 2
46 B to Kt 5 ch	46 K to B 2
47 R to K 7	47 K to Q 3
48 R takes R ch	48 K takes R
49 B to Kt 8, and wins	

(a) 4 P to Q R 3 is the proper continuation.

(b) Not wrong in principle, although eccentric. If Black intended to post the K B at Q 3, he should proceed with P to Q B 4 first.

(c) The right rejoinder.

(d) Premature: 8 B to Kt 2 was indispensable at this juncture.

(e) Black does not take advantage of the opponent's unsound advance. 8 P to Q R 4 would give Black the superior game.

(f) Worse than a blunder, a fault. Black lets the adverse Knight in, opens the diagonal for the hostile Q B, and all this to weaken his own centre. Q to K sq, or K to R sq, was the proper course.

(g) 15 B to Kt 2, followed up by the move in the text, would save time.

(h) Again missing the opportunity to play K to R sq.

(i) Taking the proper advantage of the position of the adverse King.

(k) White omitted this move on two previous occasions where it ought to have been done; at this moment it was preferable to play, first, Q R to Q 2.

(l) All this is very well played by White. This advance secures for the K B the passed Q B 4, and weakens the adverse Queen's flank still more.

(m) Ill advised; Kt to Q 2, followed up by Kt to B 4, was the proper line, and would have probably made a draw.

(n) Threatening 33 Kt takes B P, and 34 P to K 6; but was it judicious to try a trap of this kind against an opponent of the skill of Mr. Sedgefield?

(o) P to R 3, opening R 2 for the King, was here advisable.

(p) 26 Q to K 2 would lose a Pawn after a series of exchanges, but not imperil the game, as Bishops of different colours would remain on the board.

(q) Suicidal: 37 K to B sq was the proper move.

(r) This loses a piece, but Black has no saving move.

(s) Certainly good enough to win, but not the stongest line of play, which consisted in:

42 Q takes Q 42 Kt takes Q
43 P to B 7 ch 43 K takes B best

If 43 R takes B, 44 R takes R ch, 44 K to K 2, 45 B to Kt 5 ch, &c.

44 R takes R ch 44 R takes R
45 R takes R ch 45 K moves
46 R takes B

GAME 115.

Chess in Glasgow.

Game played 9th August 1875, in a little match now pending between Mr. Hunter, of Glasgow, and Mr. Jenkins, of Helensburgh.

Ruy Lopez.

White. Mr. Hunter.	Black. Mr. Jenkins.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 Castles	5 B to K 2 (a)
6 P to Q 4 (b)	6 Kt takes K P (c)
7 Q to K 2	7 P to Q 4
8 Kt takes P	8 B to Q 2
9 Kt takes Kt (d)	9 P takes Kt
10 P to K B 3	10 Kt to B 3 (e)
11 R to K sq	11 K to B sq
12 B to K Kt 5	12 P to B 4 (f)
13 B takes B	13 Q takes B
14 Q to Q 3	14 P to B 5
15 Q to K 3	15 Q R to Kt sq (g)
16 Kt to B 3	16 P to B 4 (h)
17 B takes Kt	17 B takes B
18 P takes Q B P	18 P to Q 5
19 Q to B 4	19 R takes P
20 Kt to K 4	20 B to K 2
21 Kt to Q 6	21 B takes Kt
22 P takes B	22 R to Q Kt 4
23 R to K 7	23 Q to B 4
24 Q R to K sq	Resigns (i)

(a) 5 Kt takes P is preferred by the majority of strong players.

(b) 6 Kt to B 3 is here the best continuation, I think.

(c) A mistake, 6 P takes P was the right reply; which equalises the game very soon.

(d) 9 Kt takes P, 9 K takes Kt, 10 Q to R 5 ch would be unsound, on account of the answer, 10 K to B sq. If 10 K to K 3, White would win the game in grand style by

11 Kt to B 3 11 Kt takes Kt
12 R to K sq ch 12 Kt to K 5
13 R takes Kt ch 13 P takes R
14 B to Kt 3 ch, &c.

(e) Kt to Q 3 was much better; if then 11 R to K sq, 11 Kt to Kt 4, 12 P to B 3, 12 B to R 3.

(f) Carelessly played: 12 P to R 3 was the right rejoinder.

(g) 15 P to R 3 was again preferable.

(h) This premature advance seals the fate of the contest.

(i) If 24 P to Kt 4, White forces the game by

25 Q takes Q P 25 P to B 3
26 P to Q 7

SOLUTIONS OF PROBLEMS.

No. 699.

White. Black.
1 B to Q R 7 1 Anything
2 Kt to Q Kt 5 2 Anything
3 Mates accordingly

No. 700.

1 K to Q B 2 1 P takes R ch
2 K to Q Kt sq 2 Anything
3 Mates accordingly

No. 701.

1 Q to K Kt 7 1 Q takes Q
2 B to K 6 2 P takes R
3 Kt to Q B sq 3 Anything
4 Kt mates

If 1 P takes R
2 Q to K 7 ch 2 K moves, &c.

Mr. Andrews points out a dual here, as 1 Q to Kt 5 will answer equally well.

No. 702.

White. Black.
1 Kt to K 2 1 P takes Kt
2 R to Q 7 2 B takes R
3 Kt to B 7 3 Aught
4 B or Kt mates

No. 703.

1 Kt to Q 4, and mates accordingly

No. 704.

1 Kt to K Kt 3, and mates accordingly

No. 705.

1 Kt to K Kt 8, and mates accordingly

No. 706.

See Problems Reviewed.

No. 707.

1 R takes Q P 1 P takes R
2 B to K 5 2 Anything
3 Mates accordingly

No. 708.

White. Black.
1 B to Q Kt 3 ch 1 K takes P
2 Kt to K R 4 2 K to K 4
3 B to K B 8 3 K moves
4 Mates accordingly

If 1 K to Q Kt 4
2 B to Q 8 2 K to Q 3
3 Kt to K 5 ch, and mate follows

No. 709.

1 B to K B 2 1 R to K R 4
2 B to K 3 2 R to K Kt 4
3 Kt to Q 5 3 R to K Kt 2 or takes Kt
4 R or B mates

If 1 R to Q R 8 ch
2 K to Q Kt 2 2 R to Q Kt 8 or R 7 ch
3 Kt takes R 3 Aught
4 B mates

No. 710.

White. Black.
1 B to Kt 2 ch 1 Kt takes B
2 Q to K 2 ch 2 K to B 5
3 B to Kt 3 ch 3 Kt takes B
4 R to K B sq ch 4 Kt takes R
5 Kt to Q 5 ch 5 K to B 4
6 Q to K 5 ch 6 K to Kt 3
7 Q to R 5 ch 7 K takes Q
8 Kt to B 4 ch 8 Kt takes Kt mates

No. 711.

1 B to Kt sq 1 B to Kt sq best
2 Q to R 8 ch 2 B interposes
3 R at Kt sq to Kt 2 3 Kt to B 7
4 R to R 2 ch 4 K takes R
5 R to R 4 ch 5 K to B 4
6 Q to Q 8 6 B to Kt sq
7 Q to K 7 7 B interposes
8 Kt takes P 8 B takes Q mates

OUR PROBLEM SOLUTION TOURNEY.

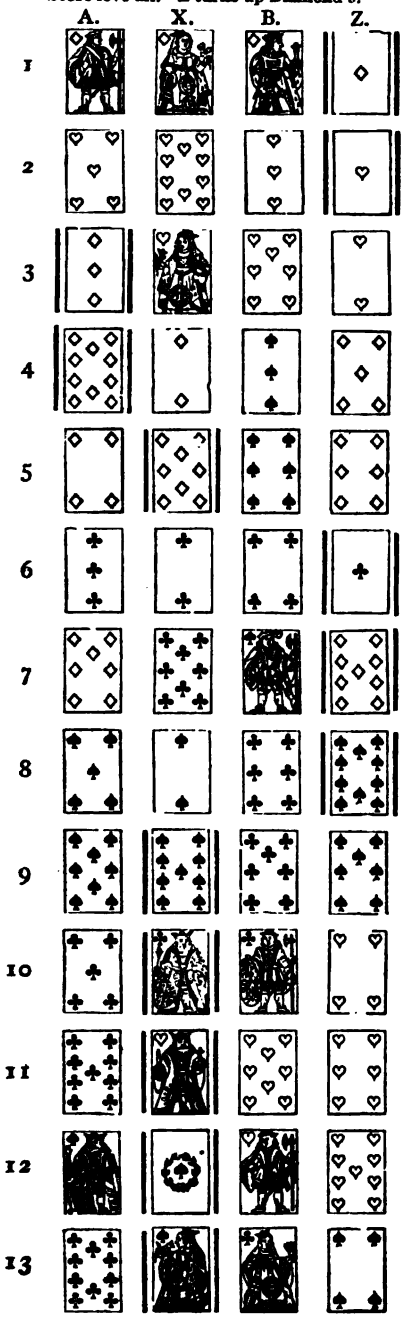
In our next number we shall allot the prizes for the Solutions and Reviews of the last six months. The usefulness and popularity of these Reviews having been clearly demonstrated, we propose to continue them, and we now offer similar prizes for a competition extending over the next six months, beginning with the problems in the present number.

WHIST.

A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

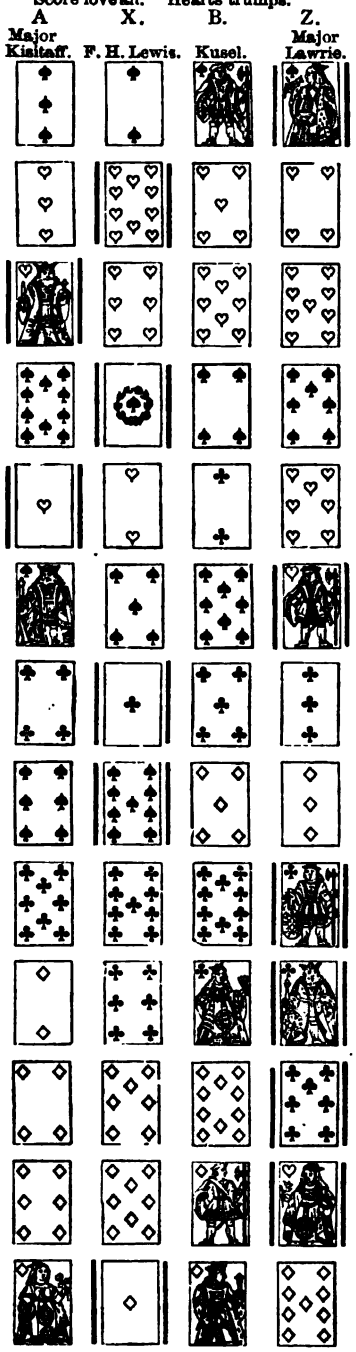
HAND No. 228.

Played at the Glamorgan Club, Cardiff, 15th October 1875.
A's hand—Diamonds Kv, 10, 7, 4, 3; Hearts 5; Spade Kg, 8, 5; Clubs 10, 9, 5, 3.
Score love all. Z turns up Diamond 9.



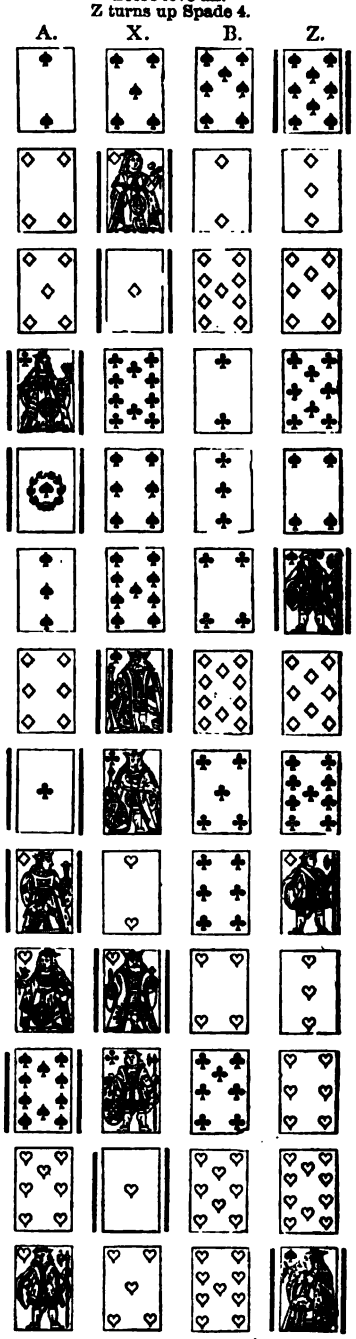
HAND No. 229.

X's hand—Hearts 10, 6, 2; Spade A, 9, 5, 2; Diamond A, 8, 7; Club A, 9, 6.
Score love all. Hearts trumps.



HAND No. 230.

Played at the Falmouth Club.
A's hand—Hearts Q, Kv, 7; Club A, Q; Spade A, 10, 3, 2; Diamond Kg, 6, 5, 4.
Score love all.
Z turns up Spade 4.



NOTES TO HANDS Nos. 225 and 226.

PUBLISHED IN THE LAST NUMBER OF THE WESTMINSTER PAPERS, BY E. J., GORDON SQUARE.

TRICK 1.—X trumping so readily a non-winning card with a low trump, and then, at trick 2, leading a higher one, especially as A has none, ought to have been credited with at least six trumps. Trick 3.—Z ought to have lead Diamond 10, which, if his partner's suit, would have been a great strengthening card, and if he were weak in them nothing could have been lost by this mode of play. The game would have been thus won more scientifically, but there are cases where the game must be won any how, and this is one of them.

HAND No. 226.

TRICK 2.—Sooner than take the force B discards a high Spade. A plays well to play trumps, but at trick 4 Z plays his adversaries' game to return them. Trick 5.—X should have forced B with the Diamond Queen, had he done so he would have made his Club Queen.

HAND No. 228.

NOTES.—W. C. C. writes as follows :—I saw the hand played, and at once took it down, so can vouch for its being *bonâ fide*. I do not feel competent to offer you any Notes on the play, but I said, when appealed to last night, that I thought that A ought to have originally led a small Club instead of a trump, on the principle of "first save the game," and that B's discard of the Spade Knave was wrong (as indeed the result showed), and that he should have discarded a small Club. I was, and am, of opinion that X's play, at trick 6, in leading *up to* the presumable weak Clubs, B having discarded Spades, and X holding a major tenace in Spades, he (X) also trying to place the lead in Z's hand, for him to draw the losing trump, was good. A said he led the *Knave* of trumps because the 9 was turned up, and that he trumped the small Heart at trick 3 because he had no discard, and because he had the best remaining trump.

NOTES BY THE EDITOR.

Trick 1.—We do not object to the lead. The player shows that he is influenced, as he should be, by the trump card, and he plays trumps, having five, because he knows that there are a great many young men of respectable parentage walking barefooted on the Continent at the present time simply because they would not lead trumps from five. Trick 3.—We should not have trumped a doubtful card. So far from agreeing with A that he has no good discard, he seems to us to have no bad one. The lead from five trumps, with no suit, is justified, because, with this strength you find out your partner's suit, and play for that suit. Hence, when you do not know his suit, by a lead or a discard you must give your partner a chance in every suit, and the more often he is 4th player the better. The fall of the 10, third hand, is no justification, in our opinion, for trumping. Trick 6.—X knew that his partner had the best trump and three Hearts. It is chance that A has the Club Ace. We should have played the Heart King in the belief that, with the aid of the long trump, partner would have brought in two Hearts; he would not have done so, but we cannot play by results. Trick 7.—Even now we do not think we would play for game. There has been no evidence of strength on the part of X as yet. The discard of Spade Knave, by B, is sheer madness. He has already twice told his partner that Spades is not his suit, why tell him a third time.

HAND No. 229.

Trick 2.—A should here have played the King, with only two Clubs. Trick 5.—The play of the trump here won the game. B could not possibly have another; the lead being thrown into A's hand, he must proceed with Spade King. For third trick, Z was probably void, as was the fact, thus leaving the best with X. Mr. Belaieff thought that B ought to have discarded Spade 8, thus showing strength in Clubs and Diamonds; B wished, however, to show his suit. Trick 9.—By the discard of the Diamond in the preceding trick, Z could almost with certainty finesse the Knave. The game afterwards is a matter of course, but considering that there was no really bad play on the part of A and B, the result of five by cards was remarkable.

HAND No. 230.

NOTES.—Trick 4.—We prefer to lead Hearts Ace, King, here. Trick 7.—A must place the Diamond 10 in B's hand.

SOLUTION TO DOUBLE DUMMY PROBLEM, No. 115.

1. X leads Club Knave; won by A.
2. A leads Heart 6, and puts on K, B the Q; won by X.
3. X leads Club 9; won by B.
4. B leads Heart 2; won by A.
5. A leads Heart Knave; won by A.
6. A leads Heart Ace; won by A.
7. A leads Spade 10; won by X.
8. X leads Club 8; won by B.
9. B leads Club 7; A discards Diamond 9; won by B.
10. B leads Diamond; won by A.
11. A leads Spade Knave; won by X.
12. X leads Spade 2; won by A.
13. A leads Diamond Ace; won by A.

1.—If B wins trick instead of A, A cannot afterwards get discard of Diamond.

7.—If Spade be not played at this point, X will make a Diamond.

All the solutions sent are wrong. This is very extraordinary, for every one whom we meet, who do not send solutions, always assure us that they solve the problems.

WHIST IN CENTRAL AFRICA.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—During a recent visit to Central Africa I had the good fortune to meet a native tribe who played Whist *A l'Anglaise.* If you think the manners and customs of the natives in those parts likely to interest your readers I shall be glad. I took down the remarks as they were uttered, and you may rely on the translation being literal; I may not have always caught the words of the chief Jacoppolu (literal translation, Major, a nondescript officer who commands the canoes), for B, the character in our conversation, rather mumbled his words, owing, I think, to the prevailing habit of smoking a large pipe and chewing simultaneously. I have more notes of his sayings, but I do not wish to lower the race in the eyes of Europeans, which I might do if I gave all that Jacoppolu said.

I am Sir,

Your obedient Servant,

CARLOS GOVILLA.

A and B are partners against X and Z.

A, dealing out of turn, takes up his hand, and remembers what he has done.

B. I was sorry to see you dealing out of turn.

A. Why did you not say so?

B. I did not see it in time. Game lost.

A. It served us right. Waiter, bring new cards, I will not play with cards that I have obtained by theft. [The natives here think taking another's deal is Akishshui—literal, stealing.—C. G.]

B. I am sorry you changed the cards, they were going very well for us.

A. Why do you go on like that? I am more sorry than you; besides, you saw what I was doing and did not stop me, whilst, any way, I was innocent. *Bystander:* Gentlemen, gentlemen.

A. I do wish people would put the cards in the right place.

X and Z. (Simultaneously) I never touched the cards, your partner put them there.

B. Oh, yes, of course I did it! I suppose I dealt the cards as well.

A. If you had attended to my discard we saved the game, I discarded the Diamond and you must lead Diamond.

B. No you didn't, you discarded a Heart.

A. I tell you I discarded a Diamond.

B. No, you didn't!

A. I appeal to the table. *Chorus:* certainly; you discarded a Diamond.

B. Oh, well, I thought from the way you played you must have something in both suits. Fresh deal.

B. Oh, partner! how could you throw away a Heart?

A. I could not unguard my King of Diamonds.

B. Oh, yes, you must do it! You must credit me with all the Hearts.

A. Well, any way, I suppose I can play as I like. I do not wish to be taught Whist by a young Koohti. [A lower race.—C. G.] I shall always keep a King guarded until some one better than you teaches me to the contrary.

B. Oh! of course you will play as you please, and lose the game.

A. How can you talk such nonsense? lose the game, indeed! The game was saved.

B. But we might have won the game.

A. Certainly—wanting every trick, and the long trump against us. Oh! do shut up.

Bystander: Gentlemen, gentlemen.

A. Well, such remarks would not be permitted in any camp that I have hitherto visited.

X. And in any decent hunting ground B would be knocked on head. (Addressing B), You are a complete nuisance with your talkee, talkee, and it would serve you right if A fastened you to a pole. In my father's time he would have taken your scalp. This is what comes of civilisation.

B. And what have you got to do with it? Perhaps you will try to take my scalp?

Stranger from another tribe: Gentlemen, I have heard of a place called Kurpolu (Billingsgate), may I ask if I am there by mistake.

Bystander: Certainly, Sir, this is Billingsgate, and those are two of the chief fish-wives.

B. Well, I will bring A before the chief.

A. And so will I, B.

General chorus: Hear, hear. Fresh hand.

B. Confound it! I Petered; did I not take your Knave with the Ace and return the queen? And of course you would not give me a trump.

A. Oh! That was a Peter, was it? I did not know it.

B. Didn't know! I should like to know what you do know.

A. Rather more than you can teach.

Player in next tent: Do for goodness sake let us have a little less noise. We can't hear ourselves speak.

B. Well, really you seem to make as much noise as we do.

Stranger: Gentlemen, I regret to say that I am obliged to retire; in our poor dessert we are not accustomed to such scenes, and the noise makes my head ache.

Chorus: Oh, don't go.

Stranger: Really, gentlemen, I am very sorry, but we cannot touch pitch without being defiled. I wish you all a very good day.

A leads a losing Diamond.

B, void of the suit, passes it.

A looks daggers.

B. There is no occasion to frown like that. It is unfair. I know what I am about.

Z takes trick.

B's face shows a sickly smile.

A. Don't talk to me about being unfair; I played the Diamond on purpose that you should trump and save the game, and you deliberately throw away the game; that is fair, I suppose?

B. I forgot it.

A. Then why not say so like a man, and don't make believe that you were doing something clever.

B. Oh, yes! Some people are so very clever, I suppose you never made a mistake?

A. Well, that is a treble is it not?

X. No, a double.

A. Well; do mark your game and go on.

X. It is not my deal.

A. It is my deal.

B. Yes, and a pretty deal you will make of it.

A. You would rile a saint; it would serve you right to pitch the cards in your face.

B. Is there any other polite remark you would like to make.

A turns up an Ace.

Z leads.

A wins and leads trumps.

B wins and leads Diamonds, and loses the game.

A. When I lead trumps I think my partner might return the lead; never was game made so clear.

B. Of course it was clear, but I thought you would want a Diamond some time.

A. A Diamond? Didn't I lead trumps? Why should any one out of restraint (Bedlam) think I wanted Diamonds. Well, I never did see a rubber so thrown away.

WHIST LEADS.

THE following, from the pen of Cavendish, refers to the leads that he proposed, and which we gave in our last Number:—

SIR,—I have received a criticism on my letter on leads which appeared in *The Field* of 11th Sept., and, as the criticism appears to me sound, I beg leave to re-open the question of leads from Ace, Queen, Knave, &c.

In my letter I suggested that the proper lead from Ace, Queen, Knave, ten, with or without small cards, is Ace, then ten, instead of the usual Ace, then Queen; the reason being that if your partner held King and two small ones of the suit originally, he should put the King on your ten, so as not to block your suit. He would not put King on Queen, but he would on ten, unless he had four originally, when he would hold up the King, as he would still be able to get out of the way, if necessary, on the next round.

My critic objects to this lead. He is of opinion that the proper lead is Ace, then ten, if the leader held four exactly; but Ace, then Knave, if he held more than four.

His argument is as follows: From Ace, Queen, Knave, and two or more small ones, the proper lead is Ace, then Knave (instead of the usual Ace, then Queen), because with five of the suit you want partner, if he held King and two small ones originally, to put his King on second round. You therefore lead the lower card to induce your partner to get out of your way.

With only four originally you do not want partner's King on; consequently you lead Ace, then Queen.

The lead of Ace, then Knave, may be from Ace, Knave, ten, nine, though I prefer the nine, unless the above combination is accompanied with one or more small ones. But if not from Ace, Knave, ten, nine, &c., it must be from Ace, Queen, Knave, five at least in suit. And even if the ten is the next best card, Ace, Knave is still the best lead, as enabling partner to count your hand. This, and the influence on partner's play, will appear clearly from the following table:—

LEAD	INFERENCE, LEADER HAS	PARTNER HOLDING KING AND SMALL ONES
Ace, then Queen.	Knave and only one small one, not the ten, nor more than four in suit.	Should not put King on Queen.
Ace, then Knave.	Five or more in suit, either Queen and at least two others; or ten, nine, and at least one other.	Should put King on Knave.
Ace, then ten.	Queen and Knave only, and no other.	Should put King on ten if he only held three of the suit originally; but not if he held more than three.

EXTRACT.

DAILY TELEGRAPH on CRICKET and WHIST, 9th July 1875.

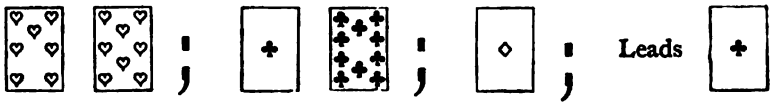
Cricket is, if the comparison may be allowed, a game very like Whist; play has, no doubt, a great deal to do with it, but so, too, has chance—four by honours and ten trumps into the bargain in the hands of your opponent is always a possible contingency, and one that must paralyse the best player.

[We have never been placed in this position, but if it should occur, we hope we shall not be paralysed. If we had 14 cards, all trumps, in our own hand, we should be much more likely to be paralysed.—Ed.]

ECARTÉ

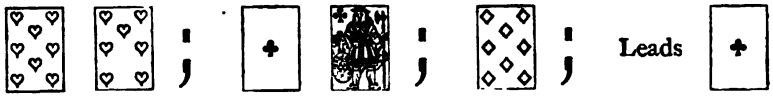
Calculation for Leader—*continued.*

VIII.—Two trumps, Ace and 10 of a suit, Ace of another.

Case calculated
Hearts trumps 

Possible hands for D		L wins	D wins
Three or more trumps	See table		2,206
2 T 3 honours A	$\frac{5\cdot4}{2} \times \frac{5\cdot2\cdot1}{2\cdot3}$		10
2 T 2 honours A 1 of above 18 cards (small A any B or C)	$\frac{5\cdot4}{2} \times \frac{5\cdot2}{2} \times 18$		540
2 T 1 honour A 2 of above 18 cards	$\frac{5\cdot4}{2} \times 3 \times \frac{18\cdot17}{2}$		4,590
2 T 3 honours B	$\frac{5\cdot4}{2} \times \frac{3\cdot2\cdot1}{2\cdot3}$		10
2 T 2 win B 1 of above 15 cards (low A low B any C)	$\frac{5\cdot4}{2} \times \frac{3\cdot2}{2} \times 15$		450
2 T 1 win B 2 of above 15 cards	$\frac{5\cdot4}{2} \times 3 \times \frac{15\cdot14}{2}$		3,150
2 T 3 of above 15 cards	$\frac{5\cdot4}{2} \times \frac{15\cdot14\cdot13}{2\cdot3}$	4,550	
1 T 3 win A 1 of above 18 cards (low A any B or C)	$5 \times \frac{3\cdot2\cdot1}{2\cdot3} \times 18$		90
1 T 2 win A 2 of above 18 cards	$5 \times \frac{3\cdot2}{2} \times \frac{18\cdot17}{2}$		2,295
1 T 1 win A 3 win B	$5 \times 3 \times \frac{3\cdot2\cdot1}{2\cdot3}$		15
1 T 1 win A 2 win B 1 of above 15 cards (low A low B any C)	$5 \times 3 \times \frac{3\cdot2}{2} \times 15$		675
1 T 1 win A 1 win B 2 of above 15 cards	$5 \times 3 \times 3 \times \frac{15\cdot14}{2}$		4,725
1 T 1 win A 3 of above 15 cards	$5 \times 3 \times \frac{15\cdot14\cdot13}{2\cdot3}$	6,825	
1 T 3 win B 1 of above 15 cards	$5 \times \frac{3\cdot2\cdot1}{2\cdot3} \times 15$		75
1 T 2 win B 2 of above 15 cards	$5 \times \frac{3\cdot2}{2} \times \frac{15\cdot14}{2}$		1,575
1 T 1 win B 3 of above 15 cards	$5 \times 3 \times \frac{15\cdot14\cdot13}{2\cdot3}$	6,825	
1 T 4 of above 15 cards	$5 \times \frac{15\cdot14\cdot13\cdot12}{2\cdot3\cdot4}$	6,825	
3 win A 2 win B	$\frac{3\cdot2\cdot1}{2\cdot3} \times \frac{3\cdot2}{2}$		3
3 win A 1 win B 1 of above 15 cards	$\frac{3\cdot2\cdot1}{2\cdot3} \times 3 \times 15$		45
3 win A 2 of above 15 cards	$\frac{3\cdot2\cdot1}{2\cdot3} \times \frac{15\cdot14}{2}$	105	
2 win A 3 win B	$\frac{3\cdot2}{2} \times \frac{3\cdot2\cdot1}{2\cdot3}$		3
2 win A 2 win B 1 of above 15 cards	$\frac{3\cdot2}{2} \times \frac{3\cdot2}{2} \times 15$		135
2 win A 1 win B 2 of above 15 cards	$\frac{3\cdot2}{2} \times 3 \times \frac{15\cdot14}{2}$		945
2 win A 3 of above 15 cards	$\frac{3\cdot2}{2} \times \frac{15\cdot14\cdot13}{2\cdot3}$	1,365	
1 win A 3 win B 1 of above 15 cards	$3 \times \frac{3\cdot2\cdot1}{2\cdot3} \times 15$	45	
1 win A 2 win B 2 of above 15 cards	$3 \times \frac{3\cdot2}{2} \times \frac{15\cdot14}{2}$	945	
1 win A 1 win B 3 of above 15 cards	$3 \times 3 \times \frac{15\cdot14\cdot13}{2\cdot3}$	4,095	
1 win A 4 of above 15 cards	$3 \times \frac{15\cdot14\cdot13\cdot12}{2\cdot3\cdot4}$	4,095	
5 of above 18 cards (low A any B or C)	$\frac{18\cdot17\cdot16\cdot15\cdot14}{2\cdot3\cdot4\cdot5}$	8,568	
		44,243	21,537

IX.—Two trumps, Knave and Ace of a suit, 8 of another.

Case calculated
Hearts trumps  Leads

Possible hands for D			L wins	D wins
Three or more trumps		See table		2,206
2 T K and Q A	1 of above 19 cards (low A any B or C)	$\frac{5\cdot4}{2}\times\frac{2\cdot1}{2}\times19$		190
2 T K or Q A	2 of above 19 cards	$\frac{5\cdot4}{2}\times2\times\frac{19\cdot18}{2}$		3,420
2 T	3 higher B	$\frac{5\cdot4}{2}\times\frac{6\cdot5\cdot4}{2\cdot3}$		200
2 T	2 higher B 1 of above 13 cards (low A 7 B any C)	$\frac{5\cdot4}{2}\times\frac{6\cdot5}{2}\times13$		1,950
2 T	1 win B 2 of above 13 cards	$\frac{5\cdot4}{2}\times6\times\frac{13\cdot12}{2}$		4,680
2 T	3 of above 13 cards	$\frac{5\cdot4}{2}\times\frac{13\cdot12\cdot11}{2\cdot3}$	2,860	
1 T K and Q A	2 of above 19 cards (low A any B or C)	$5\times\frac{2\cdot1}{2}\times\frac{19\cdot18}{2}$		855
1 T K or Q A	3 higher B	$5\times2\times\frac{6\cdot5\cdot4}{2\cdot3}$		200
1 T K or Q A	2 win B 1 of above 13 cards (low A 7 B any C)	$5\times2\times\frac{6\cdot5}{2}\times13$		1,950
1 T K or Q A	1 win B 2 of above 13 cards	$5\times2\times6\times\frac{13\cdot12}{2}$		4,680
1 T K or Q A	3 of above 13 cards	$5\times2\times\frac{13\cdot12\cdot11}{2\cdot3}$	2,860	
1 T	4 of above 19 cards (low A any B or C)	$5\times\frac{19\cdot18\cdot17\cdot16}{2\cdot3\cdot4}$	19,380	
K and Q A	3 higher B	$\frac{2\cdot1}{2}\times\frac{6\cdot5\cdot4}{2\cdot3}$		20
K and Q A	2 higher B 1 of above 13 cards (low A 7 B any C)	$\frac{2\cdot1}{2}\times\frac{6\cdot5}{2}\times13$		195
K and Q A	1 win B 2 of above 13 cards	$\frac{2\cdot1}{2}\times6\times\frac{13\cdot12}{2}$		468
K and Q A	3 of above 13 cards	$\frac{2\cdot1}{2}\times\frac{13\cdot12\cdot11}{2\cdot3}$	286	
K and Q A	4 of above 19 cards (low A any B or C)	$2\times\frac{19\cdot18\cdot17\cdot16}{2\cdot3\cdot4}$	7,752	
	5 of above 19 cards	$\frac{19\cdot18\cdot17\cdot16\cdot15}{2\cdot3\cdot4\cdot5}$	11,628	
			44,766	21,014

PIQUET PROBLEM.

ANSWER.—Elder Hand consists of quortorzes of Aces, Kings and Queens. He leads out twelve cards, scoring for each, one for the last card and capot $14+14+14+12+1+40=95$. Younger Hand has the point, five cards and two quints $5+15+15=95$. The prize is awarded to "B," Warrington-crescent.

THE GAME OF LIFE.

FROM OUR SCRAP BOOK.

There's a game much in fashion—I think its called *Euchre*
(Though I never have played it, for pleasure or lucre),
In which, when the cards are in certain conditions,
The players appear to have changed their positions,
And one of them cries, in a confident tone,
"I think I may venture to *go it alone*."

While watching the game, 'tis a whim of the bard's,
A moral to draw from the skirmish of cards,
And to fancy he finds in the trivial strife,
Some excellent hints for the Battle of Life;
Where, whether the prize be a ribbon or throne,
The winner is he who can "go it alone!"

When great Galileo proclaimed that the world
In a regular orbit was ceaselessly whirled,
And got not a convert for all his pains,
But only derision and prison and chains—
"It moves, *for all that!*" was his answering tone,
For he knew, like the Earth, he could "go it alone!"

When Kepler, with intellect piercing afar,
Discovered the laws of each planet and star,
And doctors, who ought to have lauded his name,
Derided his learning and blackened his fame.
"I can *wait!*" he replied, "till the truth you shall own:"
For he felt in his heart he could "go it alone!"

Alas! for the player who idly depends,
In the struggle of life, upon kindred or friends:
Whatever the value of blessings like these,
They can never atone for inglorious ease,
Nor comfort the coward who finds, with a groan,
That his crutches have left him to "go it alone!"

There's something, no doubt, in the hand you may hold—
Health, family, culture, wit, beauty and gold—
The unfortunate owner may fairly regard
As, each in its way, a most excellent card,
Yet the game may be lost, with all these for your own,
Unless you have courage to "go it alone!"

In battle or business, whatever the game,
In law or in love, it is ever the same,
In the struggle for power, or the scramble for pelf,
Let this be your motto—"*Rely on yourself!*"
For whether the prize be a ribbon or throne,
The victor is he who can "go it alone!"

I have read, witty Saxe, your last verses on *Euchre*—
(Its a game I *have* played, although never for lucre).
And if you but knew it as well as I know it,
You would find, oh! most genial and excellent poet,
It teaches a lesson more useful than one
To be gleaned from the sentence, "I'll play it alone!"

Self-reliance, we know, is an excellent trait,
The Advance Guard of Science who patiently wait
Until Time has developed the Truths they proclaim,
Deserve a high place on the record of Fame,
And often in life, as in Euchre, I own
You make a Big March when you "play it alone!"

But to "go it alone" you no doubt understand,
You must hold the *Big Knaves* of the pack in your hand,
And too often in life, in a similar fix,
You depend on such cards to secure you the tricks.
So that something too much of the knave may be shown
In a selfish desire to "go it alone!"

But the game you describe as a "trivial strife,"
Has a moral to point for the Battle of Life.
It is this: When the cards are dealt round on the stand,
And each player looks anxiously into his hand,
How bravely your partner ill-luck can resist,
If cheered by the sound of your voice—"I'll assist!"

The great Galileo, imprisoned and bound,
In the midst of his trial this sympathy found.
When angry Dominicans hurled at his head
All the wrath on which bigotry's passion is fed,
A fair form appeared, through the dungeon's dim mist,
And a daughter's soft voice whispered low—"I'll assist!"

What's the worth of this world, if, designing and cold,
You selfishly seek all the honours to hold?
Repelling your neighbour with glances of stone,
And the words, harshly spoken, "I'll play it alone!"
No, no! higher up on humanity's list
Is he who can cheerfully say—"I'll assist!"

Then in love, oh, rash poet! if she whose bright eyes
Are gazing in yours with a tender surprise,
Should apply to your own case the morals you've shown,
And quietly tell you to "play it alone!"
With what passionate ardour those lips would be kissed,
Till they murmured once more the soft words—"I'll assist!"

Then shuffle the pack! Cut the cards once again,
And let a new moral awaken your strain!
Go! teach to the world that the Battle of Life
May be lightened to all who take part in the strife,
If the generous lesson thus taught be not missed,
And each man to his neighbours will say—"I'll assist!"

DRAMATIC NOTES.

THE autumn season at the theatres is now at full tide, and few managers will be satisfied if their present ventures are not floated on to Christmas. Three new plays have been produced in October. One opera-bouffe theatre, the Charing Cross, has succumbed to adverse fortune, but to counterbalance that blessing, another has started up in Camden Town. It is, perhaps, thought that, as fashionable patrons have tired of Islington, they will seek their favourite amusement in another suburb. Accordingly Miss Soldene, whose mature charms assisted in leading the West End to the Philharmonic, is now engaged at the Royal Park Theatre, Camden Town. The Criterion is also open, with *Fleur de Thè*, and appears to be well filled. This may, perhaps, be partly accounted for by the fact of its being an appendage to a dining establishment. Late dinners are a great assistance to the enjoyment of opera bouffe, for we cannot imagine a hungry and supper-expecting person sitting with patience to the long drawn-out feebleness and dulness of these entertainments. *Fleur de Thè* at the Criterion is rather a puzzle. The dresses are one and all characterised by the greatest decency, and the dialogue is (now) perfectly inoffensive. Then what is the attraction? It cannot be the story, about which there is nothing particular, or the singing, which is not above mediocricity. We can only put it down to the fact that the Criterion theatre is looked upon as a kind of dessert to a Spiers and Pond dinner, and to a certain degeneracy, not in the manners, but in the intelligence, of a late-dining age.

It is a favourite fiction with dramatic reviewers to imagine, or profess to imagine, that the fact of a literary man becoming the lessee of a theatre is a guarantee that the management will be conducted with good taste and on elevated principles. We are not aware that it can be proved that good taste and high principle are the necessary concomitants of any particular profession, but it is rather to be supposed that they are in the nature of a man, and subject to no influence from his manner of life. And it must be remembered that the profession of literature is a broad one, embracing at once the student, the reviewer and the reporter, or for instance such men as Mr. Gladstone, Dr. Kenealy, and the penny-a-liner who hastily produces his copy on a public-house table. It is certainly conceivable that a learned and conscientious literary man might suddenly take it into his head to manage a theatre; but there is no recorded instance of the kind, so far as we know, and the very nature and habits of such a man would involve sudden and certain failure. The literary man, whose occasional appearance as a lessee is hailed by critics as a great benefit to the stage, is probably more of a journalist than a book-maker. Being a man versed to his little finger in the ways of the *coulisses*, the editor's room, and the clubs about the Strand, and quite superior to every known feeling of freshness or ingenuousness, our literary lessee (of course he is a fancy sketch) would be the last man to allow any notions of elevated principle to interfere with the commercial requirements of theatrical management. If opera-bouffe, or poses plastiques, or the spotted lady, or the learned pig became the fashion, does any sane person suppose that a literary manager would refrain from producing any or all of them, because he was literary? If a literary man had been the lessee of Drury Lane a few years ago, would he have stuck to *Manfred* and discarded *Formosa*? Finally, has the manager of the Gaiety, who, as a literary man, was much welcomed when he first assumed his lesseeship, ever been conspicuous in the cause of high art? If the answer to all these questions is, as we think, in the negative, what is the origin of loose and misleading statements as to the value of literary managers; except, indeed, brotherly love?

The example of Mr. Hollingshead in taking on himself the management of a theatre has been rather tardily followed by Mr. Burnand, who has become the lessee of the Opera Comique, a fact which is declared by a chorus of critics to be an immense boon to the public. Mr. Burnand is of course not unknown to the stage. He has written many plays, chiefly burlesques; he has reviewed many in the columns of *Punch*. He has also been in some indirect manner connected with stage management, for, if we mistake not, *Ixion in Heaven* was produced under his direction, when Miss Sheridan had the Opera Comique last autumn. It will be remembered that Miss Sheridan's venture came to an untimely end, owing to outcry raised by the indecent dressing of the piece. Miss Sheridan, not being literary, was much blamed and abused, but no journal was so unkind as to say a word against the author under whose direction the piece was produced. It will be seen therefore that Mr. Burnand is not new to his business. He has taken the Opera Comique, and he has written a play for it; but not a burlesque. That is to say not in name. *Proof Positive* is called a comedy, but it is in the nature of a burlesque, seeing that the serious interest turns on the comical blundering of the hero. It is possible to imagine grave consequences ensuing from a man constantly mistaking the identity of his friends, but not from such a man as Mr. Burnand's hero. It would be as easy to suppose the vagaries of Lord Dundreary resulting in tragedy, and there is a remote resemblance between the hero of *Proof Positive* and Mr. Sothern's creations. The play is crowded with characters, probably to give opportunity to Mr. Burnand's company, which is, on the whole, good. Mr. Clarke, who comes from America, shows clear signs of merit, in spite of a slight natural accent. Messrs. Flockton and Hill are always to be relied upon, although the former belongs to that

band, of whom Mr. Vezin is the chief, who never achieve the position and popularity to which their merits entitle them. But *Proof Positive*, and the situations which result from the mistakes alluded to, jar upon every artistic interest in the playgoer's mind. Had not Mr. Burnand been the manager and the author, it must have been damned on the first night. On the second the theatre was a desert, in which the voices of the players echoed wildly. All was emptiness, save in the stalls, and the frantic applause from that quarter suggested *quid pro quo*, or in other words, free admission. It is to be wished that some of the daily and weekly critics would go on second nights. Their enthusiasm for a brother might be damped, but conscience would more easily assert itself in the absence of the enervating influence of first nights.

The other new plays of the month are *Married in Haste*, by Mr. Byron, at the Haymarket, and *All for Her* (succeeding the opposite title *Self)*, by Messrs. Merivale and Simpson at the Mirror. Mr. Byron, who has made the fortunes of one or two theatres, has been called in to the Haymarket, and has scored a great success on its unaccustomed boards. He always starts with the feeling of the public in his favour, for numerous though his productions are, there is not one of them, however weak in construction and originality, that has not caused a feeling of pleasure. He writes for the day, not in the manner of Robertson, but by enlisting the common emotions of humanity in his service, and by never neglecting the one touch of nature. He is never offensive, and never above the heads of the pit. *Married in Haste* has all the well known characteristics of its author, and a pretty story, which resembles, but is more compact than, *Cyril's Success*. It is not without the usual blemishes of unnecessary punning, and the scene where Mr. Byron, as Gibson Green, relates his adventures by the sea side is evidently dragged in, regardless of the story, to display some not very original puns. Mr. Byron, however, might leave these out, for his sketches of character are amusing in themselves, without the aid of playing upon words. The selfish husband and the art critic are examples of his good drawing. But it must be objected against Mr. Byron that he is occasionally neither just nor accurate in his sketches from life. We think it was in *Daisy Farm* that he placed on the stage a farmer totally unlike the farmer of the day. So, in *Married in Haste*, the manufacturer will not do for 1875. Manufacturers, as a rule, are men of taste and education, and if Mr. Grainger and his second wife are so vulgar and illiterate, how comes it that his daughter by his first wife is so accomplished and lady-like? Satire loses its effect when it is not based on truth. The best acting in the play is that of Miss Addison and Mr. Vezin, not forgetting that of Mr. Byron himself, and Mr. Osborne as a vulgar landlord. What Mr. Vezin has to do is to him child's play, and yet, unfortunately for the popular discrimination, will excite more applause than his best efforts. No greater contrast to *Married in Haste* could there be than *All for Her*. This is a play of higher ambition, and in effect a tragedy. It is founded on the character of Sydney Carton, in the *Tale of Two Cities*, and, the authors state, adapted from it, by permission of the late Charles Dickens. This being so, it is odd that the play has lain dormant all these years, especially when plays are scarce. Its production even now may be owing to the manager of the Mirror being at his wit's ends for a novelty. *All for Her* contains passages of great beauty and power, which are probably the work of Mr. Merivale. Certain points of the construction are open to objection, and the metaphorical game at cards in the last act keeps the audience in suspense, besides being laboured in its idea, and incorrect in its metaphors. Nor should such a strong resemblance to the last scene of the *Dead Heart* be allowed in an original play. Nevertheless it is emphatically a play for the playgoer to see and judge upon for himself. Mr. Clayton, who in *All for Her* gains the undivided attention of the audience, has evidently studied the character with great care. It is clear that authors and actor have in this case been harmonious, and that the points of the part of Hugh Trevor have been studied and arranged in concert. The merits of Mr. Clayton are, a strong originality, a breadth of treatment, and a manliness of style. His defects, as of old, are sudden explosions into loudness, and indistinctness of articulation. Mr. Irving has also this latter failing, which is curiously prevalent amongst young actors. It might have been thought that the old actors would rather suffer from this, but, on the contrary, they set an example to their juniors in clearness. To name two actors off-hand, Mr. Vezin and Mr. Emery always make themselves heard, whether they are speaking fast or slowly, or in a low voice. In this respect Mr. Clayton improves, and by the time he is sixty may be perfect. Miss Coghlan, who acts the heroine of *All for Her*, used to be an actress of burlesque. Like Miss Cavendish, whom in style she somewhat resembles, she has risen from burlesque to high drama. Whether Miss Coghlan will gain a place in the first rank cannot be determined from *All for Her;* but she is at all events superior to the aspiring ladies from Mr. Ryder's school-room.

ANSWERS TO CORRESPONDENTS.

CHESS.

W. C. jun., Sydney.—We have not received the number containing the announcement of the solution tourney. It has become a settled conviction in this country that there will be no tourney of an international character in Philadelphia next year. We shall value it as a great favour if you will furnish us with specimens of Australian skill in play and problem construction.

J. M. C., Ringsend.—As you say it is your first effort, we may venture to advise you not to waste time on such positions. The strategy is all on one side, and problems of that kind have no attractions for the solver of the present day.

H. JAMES, Brompton.—We have not space for the verses this month, their place being already occupied by others.

WHIST.

C. B. C.—Your difficulty arises from looking over two hands. If you want to learn Whist, never do so.

J. W.—It is a revoke.

J. T. H.—Add 3 to your score, and mark a treble.

L.—(*Consultation*). There is not, nor never was, to our knowledge, a doubt that the two partners can consult which is to exact a penalty; the very form of the question put, "Partner, will you exact the penalty, or shall I?" admits this point. The difficulty arises when other words than these are used as to whether these amount to an intimation as to what is the penalty to be elected, and very little is sufficient to give this intimation. Thus case 14 in Mr. Clay's book is, "shall we call a suit," and notwithstanding the partner did not answer, Mr. Clay held silence to be an answer, and therefore a consultation. If, by the form of the question, you give any information, that is a consultation. Not a consultation as to who should elect the penalty, but as to what penalty is to be elected.

SECRETARY. — 1. Bad. 2. Doubtful. 3. No position or character. 4, 5 and 6 good. 7. A defaulter. We have never seen the Black Book, although we have heard such a thing exists. Any information we can give is always at your disposal.

P. E. R.—Second hand with Queen and two others of a suit, original lead of 10, it is not orthodox to put on the Queen. The lead is presumedly from King, Knave, 10. If you put on the Queen it is an even chance that the third player has Ace, in which event you lose all the tricks. If fourth hand has the Ace he wins, and you remain with Queen guarded. If the suit goes round three times you make two tricks in the adversaries' suit, and you make two tricks by putting on the Queen if the Ace is in the fourth hand. But the most important point probably is that, with this strength, you protect the adversaries' suit and prevent him bringing it in. The rule seems to us quite sound.

L. G. N.—It is not advisable for young players to go out of the beaten path in the matter of leads. If you cannot remember the right card, keep to the rule of leading the top or bottom card at discretion. Do not play middle cards.

ECARTÉ.

B. S. W.—After one hand has proposed, or after the other has said how many, in neither case can they retract, no matter whether they have mistaken the trump suit or not.

C. K. (*Marking the King when you have it not*).—According to the French code, there is no penalty for this offence, except that the adversary can have the cards replayed. Here the adversary marks a point. This is not new law, as you suppose. You will find it in Bohn, and curiously enough the laws of Bohn are *supposed* to be French laws.

O.E.—The player cutting the highest card deals.

NAPOLEON.

H. E. C. — After a player has declared the number of tricks for which he will play, he cannot retract either by increasing or decreasing the number.

LEX.—The dealer is chosen by lot. It is quite immaterial whether you adopt the system of dealing the cards until the Knave is turned or not. It is simpler to place a card face upwards in front of each player, and make the holder of the highest card deal. The Ace is, in this matter, the lowest.

H. E. P.—If 6 play you can make the rule that the dealer neither pays nor receives.

POKER.

SLANG.—*A treble header* may be a slang phrase, but we never heard it so used. It is a technical phrase at Poker, used to denote that there have been two misdeals. When a misdeal occurs, the deal passes, and each player puts in an additional *ante*. This is called a double header, and if the second time there is a misdeal, again the deal passes, and the players put in another *ante*, and this is the treble header. The term is also applied to denote that in two games in succession all the players have passed.

L. B. and S.—Instead of playing with a full pack, we take out the twos, threes, fours and fives. Does the Ace count in sequence in the position, Ace, six, seven, eight and 9? To decide a big bet.—*Ans.* We will consult the best authorities on the subject in America, and give our decision in a future Number. In the meantime we suggest that the bet should be drawn, or reduced. Although the game, so played, is still Poker, it is a modified form of the game, and the rules vary so much in different places that unless the question is decided by reason and analogy it cannot be solved satisfactorily. We have not found the game anywhere described except played with a full pack.

The Westminster Papers.

1ST DECEMBER 1875.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE match between Mr. Potter and Herr Zukertort, announced in our last number, was commenced in the early part of the month, and down to the present time eleven games have been played, of these Herr Zukertort has won two, Mr. Potter one, and eight have been drawn. As all the drawn games above five count half a game to each player, the score now stands, Zukertort $3\frac{1}{2}$, Potter $2\frac{1}{2}$. The preponderance of drawn games in the score, although it detracts from the interest of the match, so far as the gallery is concerned, testifies to the caution of the players, and the closeness of the contest, and, at all events, the student will find them lacking neither in interest nor instruction. Mr. Potter's style affords few opportunities for the dash which is the characteristic of Herr Zukertort, the combat has therefore been conducted by both players on the modern lines, a struggle for advantage of position in the end game. Whatever may be the merits of this system, it is at least open to the objection that the player, absorbed in his search for things remote, may overlook the blessings which lie under his nose; indeed, an instance of this sort of thing occurred at the adjourned sitting of one of the longest games yet played in the match, Mr. Potter abandoning as drawn a simple Pawn ending which might have been easily won in a few moves. All the games played down to going to press will be found in another part of this number.

The exclusion of honorary members from participation in the management of the City of London Chess Club was definitely settled at a meeting of the members, held on the 12th ult. The resolution was carried by a large majority, notwithstanding the opposition of Herr Steinitz, who appeared to make the matter a personal one. Every one who knows the great Chess player knows also that it is his misfortune to be afflicted with a conviction that every mundane matter has some reference to himself. Although we cannot assent to the estimate of his importance such a proposition implies, we are, nevertheless, bound to agree with him as regards this resolution. After listening to the tribute rendered by his fellows of the Committee to his parts of speech, and his general propensity to use them in and out of season, it is impossible to resist the conviction that this question would never have been raised but for their objections to him. But if anything is needed to justify the action of the City Club, it is to be found in the resignation of Herr Steinitz and his friends, which has been published since the meeting. The moral of this proceeding need not be pointed. Stripped of office, they have cast back in the teeth of the donors the honours conferred upon them by an English Chess Club. The lesson is a sharp one, and should it ever be forgotten, then will the insult have been amply deserved.

Meanwhile, the City Club pursues its useful and pleasant career. On the 5th ult. a match was played at their rooms, between members of the "Knight Class" and ten picked champions of the Endeavour Club of Brixton. The Brixton representatives made a good fight for victory, but only succeeded in scoring five games by play, and two by the absence of the adversary, out of eighteen games played.

The following is the full score, for which we are indebted to the courtesy of the Honorary Secretary, Mr. F. W. Lord:—

CITY CLUB.	Won
Mr. Bode (absent)	0
Mr. Cohen	0
Mr. Herzfeld	1
Mr. Whomes	1
Mr. Brain	1
Mr. McFadgen	2
Mr. Argall	2
Mr. Holeman	1
Mr. Atkinson	1
Dr. G. Smith	2
	11

ENDEAVOUR CLUB.	Won
Mr. Koenigs	2
Mr. Wilson	2
Mr. Peyer	1
Mr. Kindell	0
Mr. McLeod	0
Mr. Leigh	0
Mr. Keene	0
Mr. Izard	1
Mr. Doew	1
Mr. E. E. Peyer	0
	7

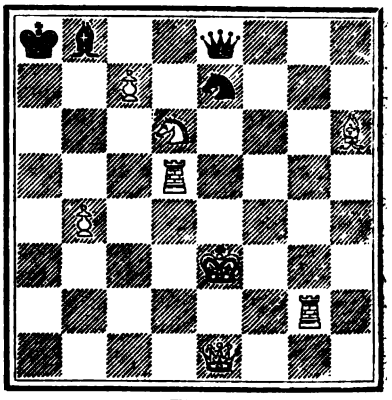
At the West End Chess Club, besides the attraction of the match between Messrs. Potter and Zukertort, a handicap tourney has been arranged. The prize is to be a silver cup, to be provided out of the entrance fees, of half-a-guinea from each competitor, and a tourney on even terms, with an entrance fee of a guinea, is talked about. We cannot understand why these tournies could not be played without extorting such high fees from the players. If this sort of thing goes on, a Chess club will become a luxury entirely out of the reach of those whom the late Mr. Lincoln described as "plain people," indeed, we are by no means certain that that is not the case already. Is this one of the results of professional influence, upon the management of which Herr Steinitz is a member?

The *London and Brighton Magazine* will commence a Chess column in the number for January 1876, and it will be edited by Mr. J. T. C. Chatto, a problem composer of merit.

A correspondent of the *Huddersfield College Magazine* suggests an innovation upon the method of recording games now in use. Instead of counting the squares from both sides of the board, a plan which has the effect of giving two names to every square, "Chess Board" recommends that the squares shall be numbered from White's side only. We are entirely in accord with Mr. Watkinson, in being averse from all changes in the notation or nomenclature of the game, because we believe they injuriously affect its past literature, but we certainly consider this suggestion worthy of consideration.

PROBLEM No. 725.

BLACK.



WHITE.

White to play and mate in five moves.

Mr. Stevens' letter in our last number, suggesting that "pinned" pieces should be deprived of their checking power, has attracted the attention of problem composers, who are ever on the alert for a new idea. The problem in the margin has been constructed by Mr. Andrews, in accordance with Mr. Steven's suggestion, and we commend it to our problem solvers.

One innovation would seem to beget another, for Mr. James Pierce has, we understand, suggested that a piece should be allowed to take a pawn *en passant*. Who will send us a "problem with Chess pieces" constructed on this plan?

We have great pleasure in inserting the following address from the Editors of the forthcoming Collection of English Chess Problems, Messrs. W. T. and James Pierce:—

The Editors of *English Chess Problems*, which work is now in the press, will be glad if the Secretaries of London and provincial clubs will open up subscription lists for the disposal of copies of the book. The Editors beg to remind all those that take an interest in the subject that the expenses involved in publishing in the style that befits a great work like this are very heavy, and they anticipate the hearty and ungrudging support, not only of Chess players in England, but also in America and the Colonies. They may take this opportunity of repeating that the Collection numbers over six hundred of the finest specimens of English strategy: and that a subscription of nine shillings entitles the subscriber to one copy, sent post free. A list of subscribers will be published if the number is not less than two hundred. Names and subscriptions must be sent before Christmas, to Mr. J. Pierce, Copthill House, Bedford, or to Mr. W. T. Pierce, Terrace Villa, Roehampton, London.

November 1875.

We sincerely trust that this appeal will not be lost upon British composers and solvers, and that not one of the former class will fail to subscribe for a work so patriotic in its conception.

The return match between the Clubs of Cheltenham and Bristol was played on the 6th ultimo, and resulted in the defeat of the former, by two games, the score being, Bristol and Clifton Club 6; Cheltenham 4; and four games drawn.

A valued correspondent has sent us the following account of Chess from Hull and its district:—

The winterly weather having fairly set in, the local Chess rooms have been freely patronised.

GRIMSBY.—A new Club has recently been formed here, and is making rapid progress, 56 players being already on the list of Members. A committee, consisting of President, two Vice-Presidents, Treasurer, Secretary, and seven other members, have been elected. A room has been hired in Victoria Street, and the members meet there for play every Wednesday night, 7 P.M. to 10 P.M. The annual subscription is five shillings.

WITHERNSEA.—This Club has not been idle during the present session, and the weekly meeting at the Queen's Hotel is well attended.

HULL.—The meetings of the Hull Chess Club (twice per week, at the Station Hotel) have been moderately attended, but no matches or tourneys have, to our knowledge, been arranged there during the present season.

The commodious Church Institute Chess Room, open every evening, has been frequently crowded with players. A Draught tourney, embracing 24 players, for the Championship of the Institute, commenced on 4th November, and is now reduced to 12 players. The most noticeable feature of the first round was the bout between H. Dixon and J. T. Palmer, which was stubbornly contested on both sides, the players being very equally matched. The second annual Championship Chess Tournament was also commenced on 16th November, and is steadily progressing, 32 players entered, and were paired by ballot. A nominal entrance fee is charged, to provide suitable prizes for the ultimate winner and loser. A proposed match between the Church Institute and Withernsea Clubs has fallen through, the latter Club not intending to play matches for some time yet. A friendly match by correspondence between the Church Institute Clubs of Hull and Leeds is contemplated.

The Young Peoples' Institute Chess Club, is prospering, the meetings (twice per week) are fairly attended. The final round

of the Championship Chess Tourney, in connection with this Club, is now being played. Twenty-four players originally entered, and are now reduced to three, viz. Messrs. Gregson, Gresham, and Steventon.

We are indebted to Mr. Nash for a complete and exhaustive analysis of Mr. Douglas's end game which appeared in our last number. Mr. Nash's Solution is precisely the same as the author's, and as the matter has more than local interest we give his letter in full :—

To the Editor of THE WESTMINSTER PAPERS.

St. Neots, 13th Novemer 1875.

DEAR SIR,—I have given the end game, by Mr. Douglas, which appeared in your last issue, a very careful examination, and find it a most interesting position, and it can, I believe, be won by White only in the following way, which is, I presume, the author's solution :— 1 $\frac{\text{P to R 4}}{\text{P to Kt 4}}$ 2 $\frac{\text{P to R 5}}{\text{K to Kt 2}}$ 3 $\frac{\text{B to K 5 ch}}{\text{K to B 2}}$ 4 $\frac{\text{K to B 3}}{\text{K to K 3}}$ 5 $\frac{\text{B to K Kt 7}}{\text{K to B 4}}$ 6 $\frac{\text{K to Kt 3}}{\text{P to B 6}}$ 7 $\frac{\text{B takes B P}}{\text{P to Kt 5}}$ 8 $\frac{\text{B to Q 2}}{}$, and wins. If Black play 1 $\frac{}{\text{P to R 4}}$ White can win by 2 $\frac{\text{B to B 4}}{}$ followed by 3 $\frac{\text{B to Kt 5}}{}$; he has, however, other modes of winning after this defence.

If, in the main variation, White play 5 $\frac{\text{K to K 4}}{}$ Black draws by 5 $\frac{\text{P to K Kt 5}}{}$, and if, on the sixth move, he play $\frac{\text{B takes R P}}{}$ there follows 6 $\frac{}{\text{P to Q B 6}}$ 7 $\frac{\text{B to Kt 7}}{\text{P to Kt 5 ch}}$ 8 $\frac{\text{K to Kt 3}}{\text{K to Kt 4}}$, and draws.

White, on his fourth move, may play his K either to B 2 or B 3, but this slight dual is of no importance whatever.

White cannot win by 1 $\frac{\text{B to K sq}}{}$ (better than 1 $\frac{\text{B to K 5}}{}$) as there follows 1 $\frac{}{\text{P to Kt 4}}$ 2 $\frac{\text{K to B 3}}{\text{K to Kt 3}}$ 3 $\frac{\text{K to Kt 4 best}}{}$ (Black draws easily if he gets his K in front of his R P) 3 $\frac{}{\text{P to R 4 ch}}$ 4 $\frac{\text{K to B 3}}{\text{K to B 4}}$ 5 $\frac{\text{B to Q 2}}{\text{P to Kt 5 ch}}$ 6 $\frac{\text{K to Kt 3}}{\text{K to K 5}}$ 7 $\frac{\text{K to R sq}}{\text{K to B 6}}$, and draws. If 4 $\frac{\text{K to Kt 3}}{\text{K to B 4}}$ 5 $\frac{\text{P to R 3}}{\text{P to Kt 5}}$ 6 $\frac{\text{P to R 4}}{\text{K to K 5}}$ and draws.

I am, Dear Sir,
Yours very truly,
WILLIAM NASH.

A match between the Queen's Park and Helensburgh Chess Club, thirteen on each side, was played at the Oddfellows' Hall, Helensburgh, on the 20th ultimo. The players were paired according to their reputed strength, and the match proved to be a very close affair indeed, the Helensburgh players carrying off the victory by only one game. Last year the Queen's Park won in a canter. The following is the full score :—

HELENSBURGH.	Won	Drawn	QUEEN'S PARK.	Won
Mr. Jenkins	2	0	Mr. Barwick	0
Mr. Graham	1	0	Mr. Watson	1
Mr. W. Orr	1	0	Mr. A. Brash	1
Mr. Coates	2	0	Mr. Broom, sen.	0
Mr. Phillips	0	2	Mr. Allan	0
Mr. James Cramb	0	1	Mr. Boyd	1
Mr. Readman	0	0	Mr. Broom, jun.	2
Mr. Snodgrass	1	0	Mr. Caswell	1
Mr. R. Orr	2	0	Mr. J. L. Taylor	0
Mr. Forewell	1	0	Mr. Dodd	1
Mr. Maclean	0	0	Mr. Jago	2
Mr. Pollock	1	0	Mr. Langford	1
Mr. T. Brash	1	0	Mr. T. Taylor	1
	12	3		11

Mr. Bird sailed for New York on the 24th ultimo, and is not expected to return before the end of January.

The November number of *La Stratégie* contains the first instalment (three sets of five each) of the problems competing in the tourney. From the report of the examiners we learn that six sets have been disqualified for errors, and that one set has been withdrawn by the author. M. Rosenthal's annual séance, at the Paris Chess Club, is announced to come off in the course of the present month.

The *Nuova Rivista* contains a very clever article upon a variation of the Evans Gambit, involving the sacrifice of a second piece. The other contents of this interesting journal are problems, games, and Notes on the news of the Chess World.

The *Vienna Schachzeitung* has a fourth article by the Editor, Herr Lehner, upon problems, besides the usual number of games and problems.

From America we learn that, preliminary to the World's Chess Congress, proposed to be held in Philadelphia next year, one for practice will be held in Detroit some time in January. The *Detroit Free Press*—an excellent Chess column, by the way—states that the prospects of such a meeting are most favourable, and anticipates the attendance of all the strongest Western players, including Judd, Hosmer and Elder.

Miron announces, in the *New York Clipper*, a playing and problem tournament in connection with that journal, the proprietors giving three hundred dollars for prizes. In the playing tourney the prizes will be—1st, 100 dollars; 2nd, 50 dollars; 3rd, 25 dollars. In the problem tourney there will also be three prizes, of 75, 40 and 10 dollars respectively. The game tourney will be played during the Centennial Chess Congress at Philadelphia, and the conditions of the problem tourney will be arranged, in concert with Miron, by Messrs.

Carpenter, Courtenay, Gilberg, Horner and Colonel Huggins. They could not be in better hands, and we have no doubt that the munificence of the proprietors of the *Clipper* will be rewarded with the success it deserves. The *Clipper* has another letter from Mr. Carpenter, upon the problem code, in which the writer deals with the subject in his usual clear and concise manner.

The *Hartford Times*, among the usual crowd of good things, has a sketch of Mr. Boden, from the pen of Mr. Taylor, of Norwich. All who have the pleasure of knowing Mr. Boden will heartily endorse Mr. Taylor's encomiums.

The Sunday morning edition of the *Globe Democrat* of St. Louis, contains a chess column, edited by the eminent western amateur, Max Judd. Mr. T. M. Brown has been playing a series of off-hand games with Mr. Judd, the encounter resulting in a score of three games to each.

Two new chess columns have appeared in the States. One at Hannibal, Missouri, in the *Hannibal Clipper*, and the other at Boston, in the *Globe*. The latter is edited by Mr. J. N. Babson, a problem composer of considerable note.

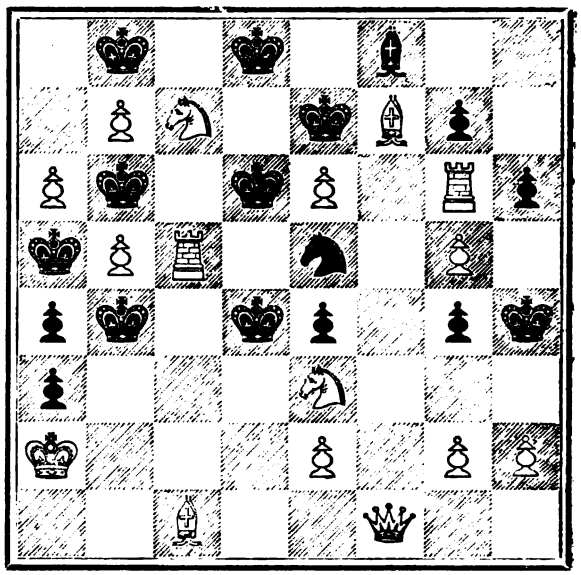
The *Lebanon Herald* problem tourney will be a decided success. Several of our best problem composers resident in London have already contributed sets of problems, and we hear of several more to follow.

The correspondence tourney between the players of the United States and the Dominion of Canada appears to be an assured success. Mr. T. D. S. Moore, whose Chess column in the *Advertiser* (London, Ontario) we heartily welcome once more, together with the editors of the *Toronto Globe* and the *Watertown Re-union*, are making the necessary arrangements. The editor of the last named journal gives a hint which we should be glad to see taken up by some one or two of our best players. It is as follows: "If some competent Chess scholar would edit and publish a large collection of games, with copious notes, it would supply a much felt want."

Last month we did a great injustice to Mr. C. H. Waterbury and his nine King problem, by suggesting that it was impossible of solution. We know better now, and that our readers may suffer something with us, we give the problem in the margin.

PROBLEM. No 726.—BY C. H. WATERBURY.

BLACK.



WHITE.

White to play and mate the nine Black Kings simultaneously in eleven moves.

To the Editor of THE WESTMINSTER PAPERS.

KNOWL HILL, BERKS,
Guy Fawkes Day, 1875.

SIR,—In the November number of your pleasant, erudite, scientific monthly, I find myself mentioned. A journal at Hartford, Connecticut, publishes a story called *The Magic Chessmen*, which you call "a capital little story in the Mortimer Collins line," and "suppose (except the verses) to be original." I wrote, anonymously, a slight sketch called *The Magic Chessmen*, for *Fraser's Magazine*, some time between 1851 and 1856, while living in Guernsey: the scene was, I think, Hest Bank, Morecambe Bay. If this story has been reproduced, which seems probable, it is curious that the verses signed Carrera (also written by me), should have been incorporated in it. The poem (mere juvenile stuff) was translated into German by Von Oppen, and appears in the Berlin edition, 1856, of Stamma's *Hundred End Games*. I expanded *The Magic Chessmen* into a rhymed legend (Ingoldsby fashion) for the *Chess Player's Annual* of 1856, edited by my friend Professor Tomlinson, at his own choice.

Faithfully yours, MORTIMER COLLINS.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—As an impression prevails amongst some members of the City of London Chess Club that I supported the resolution that honorary members should be eligible for election to the Committee, I write, at the

special request of several most influential members of that Club, to say, that from first to last I opposed and ridiculed such eligibility, and that, at the General Meeting of the Club on the 16th inst., I not merely spoke against it, but declared my astonishment that after the almost unanimous expression of opinion by that meeting, any honorary member could be so wanting in self-respect as to support such a resolution.

I am, Sir, yours faithfully,

G. A. MACDONNELL.

The proposition that an Honorary Member should dispose of the funds to which he does not contribute seems, in the eyes of certain Chess players, reasonable. The Chess player's mind has always been a psychological puzzle, and so it will remain to the end of the chapter. The City of London Club having made a stand against the overbearing conduct of a professional player, *The Field* permits that player to vent his spleen in their columns in language intentionally offensive, if not libellous. The great man informs the public that, in consequence of the conduct of the Club, no portion of the match between himself and Blackburne will be played in their rooms. This paragraph is supposed to give information as to where a match, not yet settled, will *not* be played. This is news indeed. "The Club holds in hand a considerable surplus, derived solely from the match between London and Vienna," what does this mean? That the Club has in hand money that belongs to it? If so, why the remark? or does it mean that the club has in hand money which does not belong to it, and which the Committee have mis-applied or mis-appropriated? This is a most offensive suggestion. The writer of the report of the meeting of the club, as a headstrong partizan, should not have been permitted to report the proceedings. This writer was on the Committee of the club at the time the Vienna surplus was disposed of, and that surplus was divided between him and Mr. Potter. Then what means all this bombast about the professionals doing so much work gratuitously? Was not Mr. Blackburne paid for his blindfold performances, and was not Mr. Steinitz paid for his conduct of the Vienna games? And who finds the money for the professional matches? Who paid for their trip to Vienna and Baden-Baden? Surely not the professionals themselves? There is no more reason why the professional Chess player should not be paid for his work than the professional Cricket player, but then the professional Cricket player does not vote the club money, nor do they attempt to dictate to the club what should be done, nor do they boast of the services they gratuitously render. Perhaps when a professional Cricketer has a *Field* column all this may happen.

MR. WORMALD'S REVIEWERS.

To the Editor of THE WESTMINSTER PAPERS.

DEAR SIR,—The critique of Mr. Wormald's book, which appeared in the *City of London Chess Magazine* for October, has caused as great an excitement, and engendered as deep an indignation within the precincts of "our Petty Burgh," as did the notorious "Fugitive Slave Circular" in the larger world of politics, and the sooner it shares the fate of that unhappy despatch, by being apologetically withdrawn, the better for the reputation of all parties concerned in its incubation and publication.

The indignation, is however, in this case, tempered by a feeling of regret that Steinitz should have stooped to sully his well deserved and hard won reputation as a player, by framing such a wanton attack, and that Mr. Potter should have disfigured the hitherto immaculate pages of the *City of London Chess Magazine* by printing two reviews of the same book, in which one critic blows hot and the other cold. Such an abnormal proceeding might be pardoned if its motive was simply a love of impartiality, a more laudable desire to hear both sides, but this ostensible motive very thinly veils a highly reprehensible spirit, a deep-lying, and apparently chronic species of personal bitterness, the offspring of a narrow minded professional jealousy. If not forthwith cut up by the roots, this species of gangrene threatens to infect the whole body of British Chess, and is fast corrupting the genial spirit of Camaradie, which should hover round the Chess-board, and would do so but for the intrusion of these professional pests.

Let me, however, hasten to observe that there are professionals and professionals, some few are gentlemanly, courteous, and, in the main, honourable, though not free from human failings. Wide awake frequenters of Chess Clubs are, however, at no loss to separate the sheep from the goats, and it is scarcely necessary to say into which category the author of this critique falls. It is the veriest prostitution of criticism, and is only calculated to bring it into contempt. It is widely known that the review in question was refused insertion by the proprietors of the *writer's Own Organ* on account of its extreme scurrillity, and the grave error of judgment shown by the Editor of the *City of London Chess Magazine* in admitting it under these circumstances will, I fear, make itself palpably felt; in fact, judging of other districts from the feeling exhibited in my own, so universal is the indignation aroused by this gross insult offered to British Chess in the person of one of its brightest

luminaries, that I should not be at all surprised to see Mr. Potter, who is great at apologies, and, occasionally affects the elegiac strain, compelled to pen his own epitaph as Editor of the *City of London Chess Magazine.*

The writings of Mr. Wormald are so remarkably free from anything approaching a taint of personality—that no man, not rendered temporarily insane by jealous passions, could hope to gain any sympathy or any kudos for his analysis, however clever, when preceded by such a bitter exordium.

Traducing a man's career, under pretence of reviewing his book, is like inflicting a stab in the dark, or a blow under the belt, a proceeding which rouses the slumbering ire of all Englishmen ; but, apart from this, the reviewer has been guilty of wilfully concealing the beauties of the book, and bringing out in abnormal relief its blemishes, some of which are mere errors of the press, and others slight errors of judgment, which an abnormal analytical faculty has detected. But, all told, admitting them all to be true, which I don't—they furnish no excuse for a charge of incompetency on the part of Mr. Wormald to write an entertaining and instructive treatise.

An accurate and conscientious reviewer would first consider the design and scope of the work as a whole, and not stoop to the meanness of a gross suppressed venu by pointing out flaws which are mere spots on the sun. He would compare it with other treatises by his predecessors and contemporaries, and if he found, as he would in this case, the recent progress of the theory and practice of the game satisfactorily set forth, and embellished by many beautiful variations and much original labour, as well as disfigured by the mole-hills out of which a mountain of adverse criticism has been raised, he would make, as in duty bound, an even handed distribution of praise and blame, instead of indulging his spleen by a wholesale and undeserved condemnation.

Yours truly,

Newcastle-on-Tyne, 3rd November 1874. JOHN CHARLETON.

A NEW COCKNEY CAROL.

AIR ... "Tell me where is fancy bred."

TELL me where is English Chess,
Ye who love for it profess,
Is it stabbed to death by S ?

Has Caissa from us fled ?
Is she only sick—not dead,
Is her monthly nurse Z.

Who can Briton's fame renew?
Who her enemies subdue ?
Where's the champion W.

British genius sits at ease
Whilst the crown the Germans seize !
Only drones are all our B's.

English Chess, once fruitful tree,
Stately trunk, and branches free,
Dwindled to a little P.

OUR PROBLEMS REVIEWED.

No. 712, by J. N. KEYNES.—"Very neat," W. Nash.—"Very pretty, but rather obvious," H. J. C. A.—"The construction is almost perfect, and the solution interesting," W. Coates.—"Pretty, but easy," R. W. J.—"An elegant and well constructed stratagem," S. H. Thomas.

No. 713, by F. W. LORD.—This problem admits of two solutions, as shown by H. J. C. A. and R. W. J. J. N. K., W. Coates, and S. H. T. give author's solution only. 1 P to Q 6 is the intended solution, and 1 R to Kt 4 the "cook." W. Nash sends the second solution only.

No. 714, by F. W. MARTINDALE.—"Very ingenious and pleasing ; the best problem on the page," W. Nash.—"The variations are numerous and pleasing. With a less suggestive first move than 'Q to corner,' this would have been a fine problem," H. J. C. A.—"Weil constructed and pretty, though I readily hit on the first move," W. Coates.—"An ingenious and well constructed little strategem," R. W. J.—"The solution, though easy, is very neat," S. H. Thomas.—"A beautiful little problem, though easy," J. N. K.

No. 715, by W. T. PIERCE.—R. W. J. and W. Nash point out that this problem can also be solved by 1 P takes P ch. W. Coates sends the unintended solution. H. J. C. A., J. N. K. and S. H. T. the author's only.

No. 716, by C. CALLANDER.—"A very cleverly constructed and beautiful problem," W. Nash.—"The peculiar arrangement of the Black Rooks and Bishops form the points of this position. In 'American Chess Nuts,' there is a problem by Loyd, with an exactly similar groundwork. This coincidence, however accidental, is worthy of note," H. J. C. A.—"Although the first move seems commonplace, I must pronounce this one of the best two movers I have ever seen," W. Coates.—"The best of the two movers. The idea is somewhat new, with plenty of variation," R. W. J.—"This is almost a *fac simile* of a two mover, by Loyd, in 'American Chess Nuts,'" S. H. Thomas.—"Certainly above the average of two movers," J. N. K.—We are in a position to state that the similarity spoken of by Mr. Andrews is purely accidental.

No. 717, by G. J. SLATER.—"Very fair," W. Nash.—"Here we have an entire army—minus four privates—brought into action

against a light brigade! I see no idea in this problem that could not have been better carried out with half the force, for White's first move is obvious at a glance," H. J. C. A.—"Above the average," W. Coates.—"A very fair problem, though easy of solution," R. W. J.—"Rather suggestive. The play is, however, not at all bad." S. H. Thomas.—"Fair; but wanting in variation, as mate is always effected by Kt to B 5," J. N. K

No. 718, by J. W. ABBOTT.—"Trivial," W. Nash.—"Neat, but easy," H. J. C. A.—"The first move is difficult, as there is so much plausible attack," W. Coates.—"An elegant little problem, very ably constructed," R. W. J.—"A remarkably nice problem," S. H. Thomas.—"Not a pleasing position," J. N. K.

No. 719, by A. CYRIL PEARSON.—"Rather neat, but easy," W. Nash.—"A beautiful problem," W. Coates.—"The idea is too obvious, and the problem is rather tame," R. W. J.—"Has a rather palpable first move, and is hardly up to the author's standard," H. J. C. A.—"Excellently constructed. The main idea, though not new, is nevertheless very pretty," S. H. Thomas.—"Very neat," J. N. K.

No. 720, by S. H. THOMAS.—"An excellent problem, well constructed and rich in idea," W. Nash.—"I consider this the best three mover in the number, the two leading variations are undeniably beautiful," W. Coates.—"The best of the three movers. There are one or two plausible methods of attack, which almost solve it," R. W. J.—"Here the opening is deceptive, as 1 Q to Q 8 looks so potent. The solution is clever and interesting, despite White's 'grand army!'" H. J.C.A.—"Very elegant, particularly in the variation, in which Black takes the Kt on his first move," J. N. K.

No. 721, by D. W. CLARK.—"Very insipid," W. Nash.—'This is much superior to what I have lately seen from Siberia," W. Coates.—"Very straightforward and easy of solution," R. W. J.—"Very pretty, but not in the least puzzling," H. J. C. A.—"Is easy, and lacks points," S. H. Thomas.—"Poor in all respects," J. N. K.

No. 722, by WM. COATES.—"Very fair, but not up to the mark for this composer," W. Nash.—"The narrow escape from a second solution, by 1 R to B 8, gave me some trouble. Decidedly a good specimen of its class," H. J.C.A.—"The position of the B, rather indicates the first move, but the afterplay is difficult and good," S. H. Thomas.—"A very fine and accurate specimen of a class of problem in which this composer peculiarly excels," J. N. K.—R. W. J. is wrong in his proposed second solution of this problem, for, as Mr. Andrews has taken the trouble to point out, the following defence averts it:—
1 R to B 8 / K to Kt 5 2 Kt to Q 3 ch / K takes B 3 Kt takes P / P Queens

No. 723, by C. A. GILBERG.—W. Coates, S. H. Thomas and W. Nash show that this problem cannot be solved if Black play 1 Kt to Q Kt 3. H. J. C. A., R. W. J. and J. N. K. send author's intended solution, overlooking its impossibility.

No. 724, by J. MENZIES.—The main variation of this problem can be solved in three moves, the author's idea being 1 K to Kt 7 / P to K 4 2 Kt to R 5 / K takes Kt, &c.

SOLUTIONS OF PROBLEMS.

No. 712.

WHITE.	BLACK.
1 Q to Q 8	1 Kt takes R
2 R to K R 5	2 Aught
3 Q mates accordingly	

No. 713.

See Problems Reviewed.

No. 714.

1 Q to Q R sq	1 P takes Kt
2 R to Q Kt 6 ch	2 Anything
3 Q mates accordingly.	

If 1 K takes Kt

2 R to K R 2 ch and Q mates next move.

If 1 P to K Kt 6

2 Q to Q B sq ch and mates next move.

No. 715.

WHITE.	BLACK.
1 Q to R 3	1 Q to B 6 or R to K 6 or P takes Kt
2 Kt to K 4 ch	2 R or Q takes Kt
3 R or Q mates	

If 1 Q on Q 4 or P takes P

2 Kt to Kt 5 ch, &c.

If 1 K takes Kt

2 Q to Q B 3 ch, &c.

If 1 R takes P ch

2 Q takes R ch, &c.

If 1 Kt to K 3 ch

2 Q takes Kt ch, &c.

See Problems Reviewed.

No. 716.

1 Q to Q R 4	1 Anything
2 Mates accordingly	

No. 717.

1 B to Q 5	1 Anything
2 Mates accordingly.	

No. 718.

1 R to B 5	1 K to B 3
2 B to Q 4	2 P takes B
3 Q mates	

If 1 P to Q 4

2 P takes P, &c.

If 1 Kt to B 2

2 K takes Kt, &c.

No. 719.

WHITE.	BLACK.
1 Q to B sq	1 R to K B 5
2 Q takes R ch	2 Kt takes Q
3 Q B mates	

If 1 K to Q 5

2 B checks and Q mates

If 1 K to K B 3

2 Q checks and mates next move.

No. 720.

1 Q to R 2	1 K takes Kt
2 Kt to B 4	2 P takes Kt or K to B 6
3 Q to Q 2 or Kt 2 mates	

If 1 K to B 3 or 5

2 Q to K R 2, &c.

No. 721.

1 R to K 6	1 B to Q B 3
2 Q takes R	2 Aught
3 Q or R mates	

No. 722.

WHITE.	BLACK.
1 B to K 6	1 K to Q 5
2 K to R 6	2 K to K 4
3 R to K 3 ch	3 K moves
4 Kt mates	

If 1 K to Kt 4

2 Kt to Q 3, &c.

If 1 K to Kt 5

2 Kt to Q 3 ch, &c.

No. 723.

1 Q to Q B 5	1 P takes Q
2 R to Q 7	2 P Queens
3 Kt to Q 8 ch	3 K takes P
4 R to Q 5 mate	

If 1 P to Q B 6

2 Kt to Q 8 ch	2 K to K 2

3 Kt to R 7 dis ch and Q mates next move.

If 1 K to B 2

2 Q to Q 5 ch, &c.

See Problems Reviewed.

No. 724.

See Problems Reviewed.

PROBLEMS.

PROBLEM No. 727.—By C. CALLANDER.

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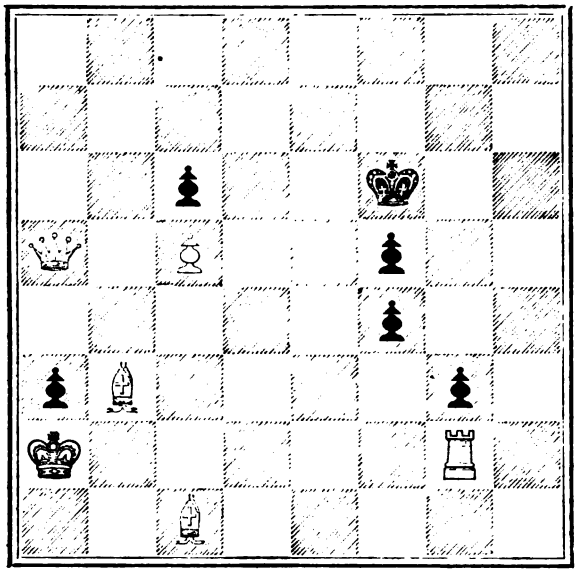

WHITE.

White to play and mate in three moves.

PROBLEM No. 728.—By A. C. PEARSON.

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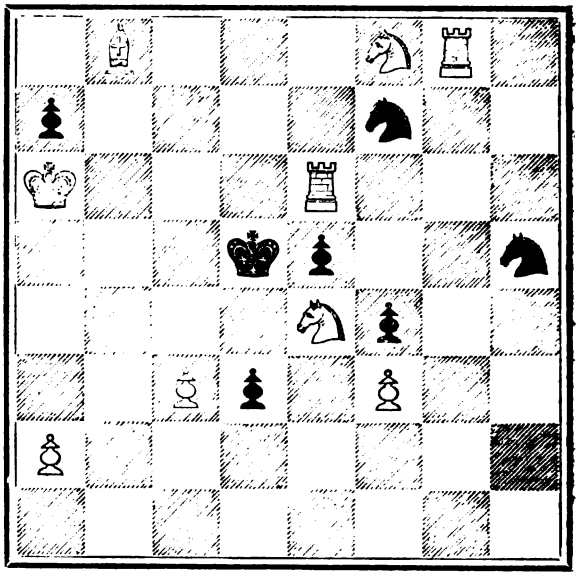

WHITE.

White to play and mate in three moves.

PROBLEM No. 729.—By GEORGE J. SLATER.

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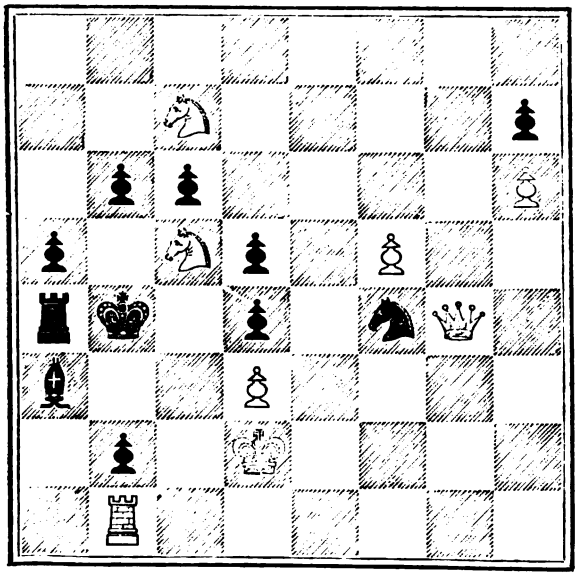

WHITE.

White to play and mate in three moves.

PROBLEM No. 730.—By A. E. STUDD.

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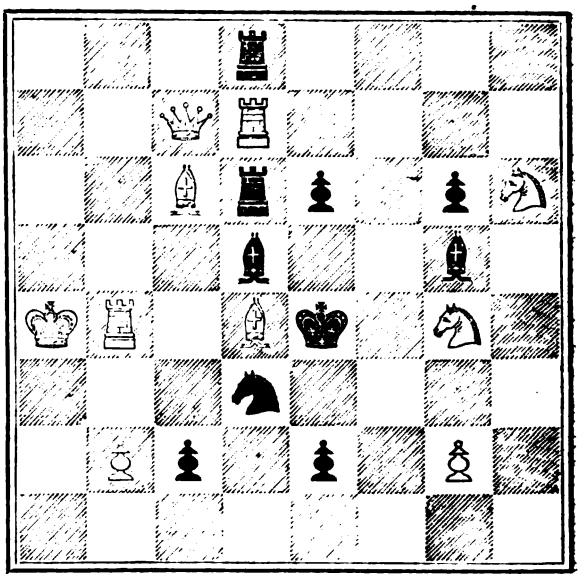

WHITE.

White to play and mate in three moves.

PROBLEMS.

No. 731.—By J. W. Abbott.

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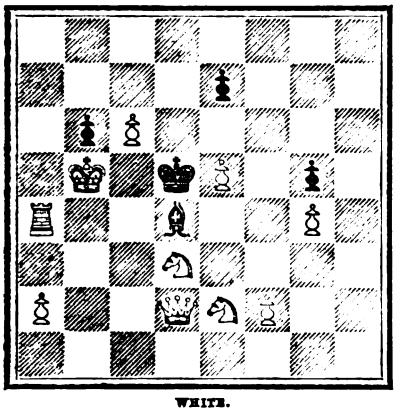

WHITE.

White to play and mate in two moves.

No. 732.—By Dr. Gold.

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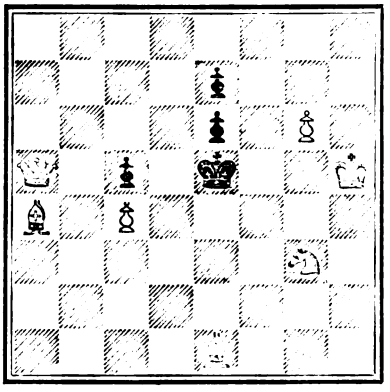

WHITE.

White to play and mate in two moves.

No. 733.—By G. E. Barbier.

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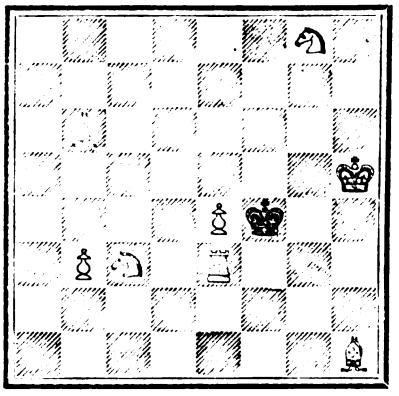

WHITE.

White to play and mate in three moves.

No. 734.—By R. W. Johnson.

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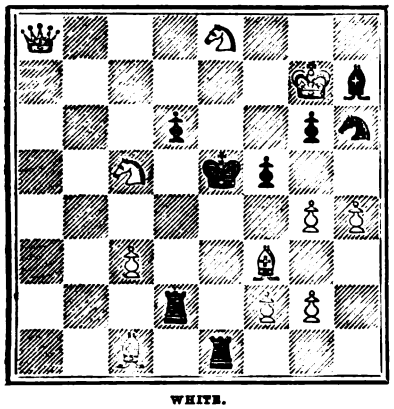

WHITE.

White to play and mate in three moves.

No. 735.—By W. T. Pierce.

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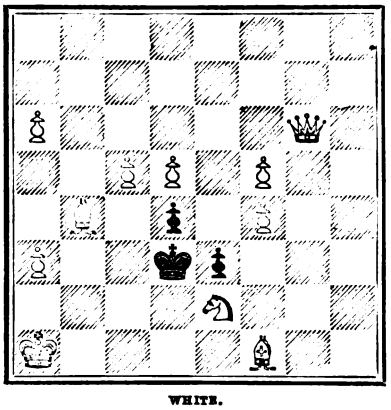

WHITE.

White to play and mate in three moves.

No. 736.—By Geo. E. Carpenter.

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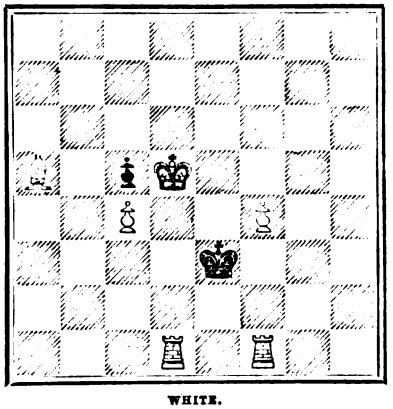

WHITE.

White to play and mate in four moves.

No. 737.—By D. W. Clark, of Siberia.

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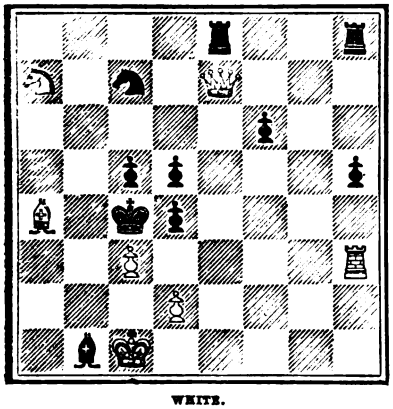

WHITE.

White to play and mate in four moves.

No. 738.—By J. Menzies.

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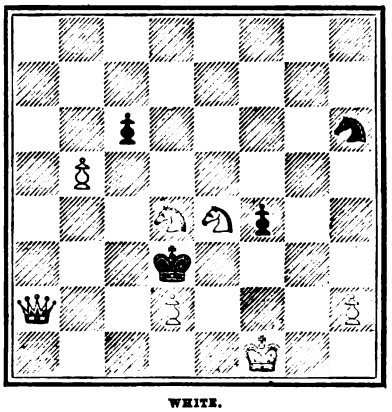

WHITE.

White to play and compel self mate in four moves.

No. 739—By H. James.

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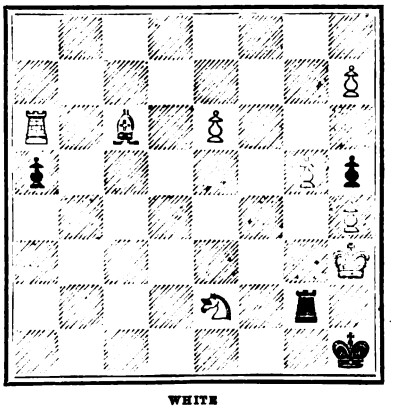


WHITE

White to play and compel self mate in four moves.

L 11
P 1 8 Drawn

GAMES.

Noted by J. H. ZUKERTORT.

GAME 116.

The following games were played at the West End Chess Club, in the Match between Messrs. W. N. POTTER and J. H. ZUKERTORT.

Played the 2nd November.

Irregular Opening.

White. W. N. POTTER.	Black. J. H. ZUKERTORT.
1 P to Q 4	1 P to Q 4
2 P to K Kt 3 (a)	2 Kt to K B 3
3 B to Kt 2	3 P to K 3
4 P to Q B 3	4 P to Q Kt 3 (b)
5 P to B 3	5 B to Kt 2
6 Kt to K R 3	6 P to B 4
7 Kt to B 2	7 Kt to B 3
8 B to Kt 5	8 B to K 2 (c)
9 P to K 3	9 Castles
10 B takes Kt	10 B takes B
11 P to K B 4 (d)	11 P takes P (e)
12 B P takes P (f)	12 R to B sq
13 P to Q R 3 (g)	13 B to R 3
14 Kt to Q 2 (h)	14 K to R 4
15 B to B sq (i)	15 B takes B
16 K takes B	16 Q to Q 2
17 K to Kt 2	17 R to B 2
18 R to K sq (k)	18 K R to B sq
19 R to K 2	19 Q to Kt 4
20 P to Q Kt 4 (l)	20 Kt to Kt 2 (m)
21 R to Kt sq	21 R to B 7
22 K to B 3 (n)	22 Kt to Q 3
23 R to R sq (o)	23 Kt to B 4
24 P to Kt 4 (p)	24 Kt takes K P (q)
25 R takes Kt (r)	25 B takes P
26 R to K 2 (s)	26 B takes R
27 Q takes B	27 Q R to B 6 ch (t)
28 R to K 3	28 P to Q 5
29 R takes R	29 R takes R ch
30 K to Kt 2	30 Q to B 3 ch
31 Q Kt to K 4 (u)	31 P to B 4
32 P takes P	32 P takes P
33 Q to R 2 ch	33 R to B 4 (v)
34 K to Kt 3	34 P takes Kt
35 Kt takes P	35 K to B sq
36 Kt to Kt 5	36 P to R 3
37 Kt to B 3	37 R to B 6
Resigns	

Duration of the game nearly four hours.

(a) The peculiar way chosen by Mr. Potter to develope his game is, even for a close game, slow.

(b) To establish the Q B at Kt 2, which prevents any advance of the adverse centre; it opens, besides, to the Bishop the important square, R 3.

(c) 8 P takes P, leaving the adverse K P in a very weak position, was perhaps preferable, although it opened to the White Q Kt the B 3 square.

(d) Necessary, to prevent the threatened advance of P to K 4.

(e) Giving to the opponent the opportunity to get rid of the weak Pawn at K 3; R to B sq was sound.

(f) Inferior to K P takes P.

(g) If 13 Kt to B 3, then likewise 13 B to R 3 and 14 Kt to R 4.

(h) 14 Q to R 4 was of doubtful merit, as the following continuation may show:—

14 Q to R 4	14 B to B 5
15 Kt to Q 2	15 P to Q Kt 4
16 Q to Q sq best	16 Q to R 4
17 P to Kt 3 (or X)	17 Q to B 6
18 P takes B	
(If 18 Kt to Kt 4, 18 Q B takes P)	
	18 Q takes K P ch
19 Q to K 2	
(If 19 K to B sq, 19 B takes P)	
	19 Q takes Q ch
20 K takes Q	20 Kt takes P ch
21 K to B sq	
(If 21 K to Q sq, 21 Kt to B 4)	
	21 Kt to B 7
22 R to B sq	
(If 22 R to R 2, 22 Kt to K 6 ch, 23 K to Kt sq, 23 Kt P takes P)	
	22 Kt takes P
23 P to B 4	23 Kt to B 5
24 Kt to Kt 3	24 P to Q R 4

and Black will remain with four Pawns against a piece and the better position.

X.

17 P to Q Kt 4	17 Q to Kt 3
18 Kt takes B	18 Kt P takes Kt
19 Kt to Kt 4	19 B to K 2
20 Castles	20 P to Q R 4
21 P takes P	21 Q takes P

with the superior game.

(i) If 15 P to Q Kt 4, Black can proceed with 15 R to B 6.

(k) 18 R to Q B sq was not satisfactory, but certainly better.

(l) If 20 P to Kt 3, Black replies with R to B 7.

(m) Superior to Kt to B 5, which would relieve White of his cramped position, by exchanging Knights.

(n) Necessary, to protect the R. Black threatened 22 R to R 7, 23 K R to B 7 and 24 Q takes R.

(o) P to K Kt 4 was here indispensable, as the entry of the adverse Kt carries the day at once. The move, however, but prolongs the contest, as the following continuation would win:—

23 P to K Kt 4	23 K R to B 6
24 Kt to Kt 3	24 R takes R
25 Q takes R	25 Q to R 5
26 Kt to Q R sq (or Y, or Z)	26 Kt to B 5
27 Kt to Q sq	27 R takes R P
28 Kt to B 2	
(If 28 Q to Q Kt 2, 28 R to R 7, and 29 Kt to Q 7 ch.)	
	28 R to R 7
29 R to B sq	29 Q to Kt 6, &c.

Y.

26 Kt to B sq	26 Kt to B 5
27 Kt to Q sq	27 R to B 7
	and 28 Kt to Q 7 ch

Z.

26 Q to R 2	26 Kt to B 5
27 Kt to Q sq	27 R takes Kt
28 R takes R	28 Q takes R
29 Q takes Q	29 Kt to Q 7 ch
30 K to K 2	30 Kt takes Q
31 K to Q 3	31 P to Q R 4
32 K to B 3	31 P to R 5

(p) Black threatened 24 B takes P, 25 P takes B, 25 Kt takes P ch. Besides the move in the text, Black had two other answers, which may be examined as A and B:—

A.

24 Kt to Kt 3	24 R takes R
25 Q takes R	25 Q takes Q ch
26 K takes Q	26 R to B 6
27 R to Q B sq best	27 R takes P ch
28 K to Q 2	28 P to K R 4
29 Kt to Q 3 best	29 R to K 5
30 Kt to B 2	30 Kt takes Q P
31 R to B 8 ch	31 K to R 2
32 Kt takes R	32 Kt takes Kt ch
33 K to K 3 best	33 P takes Kt

and Black maintains Bishop, Knight, and Pawn against a Rook.

B.

24 Kt to B sq	24 R takes R
25 Q takes R	25 R to B 6
26 Q takes Q	
(If 26 R to Q sq, 26 Q takes Q ch and 27 R takes R P, or still stronger, 26 Q to R 5, 27 K to Kt 2, 27 Q takes P, &c.)	
	26 Kt takes P ch
27 K to Kt 2	27 Kt takes Q, &c.

(q) The proper rejoinder; much stronger than 24 B takes P, 25 P takes Kt, 25 B takes R, 26 Q takes B.

(r) If 25 K takes Kt, Black can simply proceed with 25 Q R to B 6 ch, 26 Kt to Q 3, 26 R takes Kt ch, 27 K to B 2, 27 B takes P ch and 28 B takes R.

(s) There is nothing better to be done; if 26 Kt to B sq, 26 B takes Q R, 27 Q takes B, 27 R to B 8; if 26 P to Q R 4, 26 Q takes Kt P; if 26 R to Kt sq, 26 B takes R, 27 K takes B, 27 K R to B 6 ch, 28 K to Q 4, 28 R takes Kt ch, 29 Q takes R, 29 Q to B 5 ch, 30 K to K 5, 30 Q to B 2 ch, 31 K to Q 4, 31 P to K 4 ch, &c.

(t) The continuation actually played I had in view when sacrificing the Knight. The simpler course was 27 K R to B 6 ch, 28 R to K 3, 28 P to Q 5, 29 R takes R, 29 P takes R, 30 Q Kt to K 4 [30 Q to K B sq, 30 Q takes Q, 31 Kt takes Q, 31 R takes Kt ch, 32 K takes R, 32 P to B 7], 30 Q to K 7 ch, 31 K to Kt 3, 31 Q to K 6 ch, 32 K to R 4, 32 R takes Kt.

(u) If 31 K Kt to K 4, Black proceeds with

	31 P to B 4
(Not good is 31 R to Q 6, 32 K to B 2, 32 P to B 4, 33 P takes P, 33 P takes P, 34 Q to R 2 ch)	
32 P takes P	32 P takes P
33 Q to R 2 ch	33 K to B sq
34 P to Kt 5	34 Q to Kt 2
35 Q to K 6	35 P takes Kt
36 Q to B 4 ch	
(36 Q to Q 6 ch, 36 K to B 2)	
	36 Q to B 2
37 Q takes K P	37 Q to Kt 3 ch

(v) If 33 K to B sq, White would prolong the contest by 34 P to Kt 5, 34 Q to Kt 2, 35 Q to K 6.

GAME 117.

Played the 4th November.
French Opening.

White.	Black.
J. H. Zukertort.	W. N. Potter.
1 P to K 4	1 P to K 3
2 Kt to K B 3 (a)	2 P to Q 4
3 P takes P	3 P takes P
4 P to Q 4	4 Kt to K B 3
5 B to Q 3	5 B to Q 3
6 Castles	6 Castles
7 Kt to B 3	7 B to K 3
8 B to K 3	8 Q Kt to Q 2
9 Kt to K 2	9 P to B 3
10 Q B to B 4	10 Q to B 2
11 B takes B	11 Q takes B
12 Kt to Kt 3	12 Q to B 5 (b)
13 Q to Q 2	13 Q takes Q
14 Kt takes Q	14 Kt to K sq
15 P to K B 4	15 P to K B 4
16 Q R to K sq	16 Kt to B 2
17 Kt to B 3	17 P to K Kt 3
18 Kt to K 5	18 Kt to B 3

Given up as a draw.

Duration of the game one hour and three quarters.

(a) This amounts but to a transposition of moves.

(b) Forcing the exchange of Queens and so foreshadowing the speedy draw.

GAME 118.

Played the 6th November.
Irregular Opening.

White.	Black.
W. N. Potter.	J. H. Zukertort.
1 P to Q 4	1 P to Q 4
2 P to K 3	2 Kt to K B 3
3 B to Q 3	3 P to K 3
4 Kt to K B 3	4 P to B 4
5 Castles	5 Kt to B 3
6 P to Q R 3 (a)	6 B to Q 3
7 Kt to B 3 (b)	7 P to Q Kt 3
8 P to Q Kt 3	8 Castles
9 B to Kt 2	9 B to Kt 2
10 Q to K 2	10 R to B sq
11 K R to Q sq (c)	11 P takes P (d)
12 P takes P	12 R to K sq (e)
13 Kt to Kt sq	13 Q to B 2
14 R to K sq	14 Kt to K 5
15 Q Kt to Q 2 (f)	15 P to B 4 (g)
16 P to Kt 3	16 R to B sq (h)
17 P to B 4	17 Q to B 2 (i)
18 P takes P	18 P takes P
19 Kt to B 4 (k)	19 Kt takes Q P (l)
20 Kt takes Kt	20 P takes Kt
21 B takes P	21 B to Q 4
22 B takes B (m)	22 Q takes B
23 Q to B 3 (n)	23 B to B 4
24 Q R to Q sq	24 Q R to K sq (o)
25 P to Q Kt 4	25 B takes Kt
26 B takes B (p)	26 Q to B 2
27 Q to Q 3	27 Kt to Kt 4 (q)
28 P to B 4	28 R takes R ch
29 R takes R	29 Kt to K 5
30 B to K 5	30 R to Q B sq (r)
31 P to Kt 4	31 Q to Kt 3
32 P to Kt 5 (s)	32 Q to B 2 (t)
33 R to Q sq	33 Q to R 7
34 Q to Q 5 ch (u)	34 Q takes Q
35 R takes Q	35 R to B 8 ch
36 K to Kt 2	36 R to B 7 ch
37 K to B sq	37 R to Q 7
38 B to Q 4	38 R to Q 8 ch
39 K to Kt 2	39 R to Q 7 ch
40 K to B sq	

Given up as a draw.

Duration of the game, four and a half hours.

(a) P to B 4 was preferable.

(b) The last opportunity to play P to B 4 White loses time later to effect this advance.

(c) White must reserve his Q R for the protection of the Queen's flank.

(d) The right moment for this exchange; it prevents the intended opening of the Q's file, and so frustrates White's last move.

(e) This and the next move threaten the advance of the K P.

(f) The Knight cannot be taken, as Black would regain the sacrificed Pawn with a fine attacking position by the following continuation:—

15 B takes Kt	15 P takes B
16 Q takes P	16 Kt to K 4
* 17 Q to K 2	

(If 17 Q to R 4, 17 Kt takes Kt ch, 18 P takes Kt, 18 Q takes P, &c.)

	17 B takes P ch
18 K to Kt 2 best	18 B to B 5
19 P to B 4	19 Q to K 2

and Black has a strong attack and the far superior position of Pawns.

(g) If 15 Kt takes Kt, 16 Q takes Kt, 16 P to B 3, White proceeds with 17 P to B 4.

(h) With the intention to advance the B P as soon as possible.

(i) This move gives White the opportunity to relieve his game by a series of exchanges; K to R sq would have kept up the attack.

(k) Taking the proper advantage of Black's 17th move.

(l) Best; if 19 B to Kt sq, White obtains the better position by 20 Q Kt to K 5, 20 Kt takes Kt, 21 P takes Kt.

(m) If 22 Kt takes P, Black would gain some advantage by 22 B takes B or 22 Q takes Kt, but the best rejoinder would be 22 Kt takes P, as Mr. Potter pointed out.

(n) A very good move, which equalises the game.

(o) If 24 Q R to Q sq, White answers, of course, 25 Kt takes P.

(p) 26 R takes B would be met by 26 Q to R 7.

(q) The wisdom of this move and the following exchange are doubtful.

(r) Necessary, to prevent 31 R to Q B sq and 32 R to B 7.

(s) White would gain nothing by

32 P to R 3	32 P to R 4
33 Q to Q 7	33 R to B 7
34 Q takes B P	34 Q takes Q
35 P takes Q	35 Kt to Kt 6
36 P to B 6	36 P takes P
37 B takes P	37 Kt to K 7 ch
	and 38 Kt takes P

(t) 32 P to K R 3, or 32 Q to R 4 would not change the result of the contest; White can draw in either case.

(u) The continuation 34 Q to Q 4 would lead to

	34 P to Kt 3
35 B to Kt 7 or R 8	35 Q to B 7 ch
36 Q takes Q	36 Kt takes Q

with an even end-game.

GAME 119.

Played the 9th November.
French Opening.

White.	Black.
J. H. Zukertort.	W. N. Potter.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 Kt to K B 3	4 Kt to K B 3
5 B to Q 3	5 B to Q 3
6 Castles	6 Castles
7 Kt to B 3	7 P to B 3
8 Kt to K 2	8 B to K 3
9 Q B to B 4	9 B takes B
10 Kt takes B	10 B to Kt 5 (a)
11 P to K R 3	11 Q to Q 3 (b)
12 P takes B (c)	12 Q takes Kt
13 Kt to K 5 (d)	13 P to B 4 (e)
14 P to B 3	14 P takes P
15 P takes P	15 K to R sq (f)
16 R to B sq (h)	16 Q Kt to Q 2 (h)
17 Kt takes Kt	17 Kt takes Kt
18 B to B 5	18 Q to Q 3 (i)
19 B takes Kt	19 Q takes B

Given up as a draw.

Duration of the game not quite one hour.

(a) Black cannot defend satisfactorily the Bishop at K 3.

(b) 11 B takes Kt, 12 Q takes B would give White the superior position.

(c) If 12 P to K Kt 3, Black retires the Bishop to K 3, and White's King's flank is weakened.

(d) Shutting in the adverse Queen and threatening immediate disaster by 14 P to K Kt 3, 14 Q to R 3, 15 K to Kt 2 and 16 R to K R sq.

(e) The only satisfactory reply; if 13 K to R sq, then 14 P to Q B 3, and Black has no means to extricate his Queen without inferiority in position.

(f) Again the best rejoinder.

(g) Preventing, in the first instance, the capture of the Pawn [see note h] and occupying, at the earliest opportunity, the important open file.

(h) If 16 Q takes Q P, White wins by

17 Kt takes P ch	17 R takes Kt
18 R to B 8 ch	18 Kt to Kt sq
19 R takes Kt ch	19 K takes Kt
20 B takes P ch and	
21 Q takes Q	

If 16 Kt to B 3, White proceeds with

17 Kt takes Kt	17 P takes Kt
18 B to B 5	

If then

	18 P to Kt 3
19 R takes P	19 P takes B
20 R takes Kt	20 Q takes Kt P
21 Q to Q 3, &c.	

(i) Much better than 18 Kt to B 3, which would be met by R to B 3, &c.

* After 17 - Q to K 2 - Kt × Kt (ch)

GAME 120.

Played the 11th and 12th November.
Ruy Lopez.

White. W. N. Potter.	Black. J. H. Zukertort.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 P to Q 3	5 P to Q 3
6 B takes Kt ch	6 P takes B
7 P to K R 3	7 P to Kt 3
8 B to K 3	8 B to K Kt 2
9 Q Kt to Q 2 (a)	9 P to B 4
10 Castles	10 Castles
11 Kt to K sq	11 B to K 3
12 P to K Kt 4 (b)	12 R to Kt sq (c)
13 P to Kt 3	13 Kt to Q 2
14 Kt to Kt 2	14 P to Q B 3
15 Q to K 2	15 P to Q 4
16 P to K B 3	16 P to B 4
17 Q R to B sq	17 B P takes K P
18 Q P takes P	18 Q to R 4
19 P to Q B 4	19 P to Q 5 (e)
20 B to Kt 5	20 Q R to K sq (f)
21 Q R to B 2	21 R to B 2
22 Q to Q 3	22 Kt to B sq
23 Kt to Kt sq	23 B to Q 2
24 B to Q 2	24 Q to B 2
25 B to B sq	25 Kt to K 3
26 Q R to B 2	26 Q R to K B sq
27 K to R 2	27 B to B sq (g)
28 Kt to R 3	28 Q to Q 2
29 Kt to B 2	29 P to Kt 4
30 Q Kt to K sq	30 B to B 3
31 Q to Q 2	31 B to K 2
32 Kt to Q 3	32 B to Q 3
33 B to R 3	33 P to K R 4
34 K Kt to K sq	34 R to R 2
35 K to Kt sq	35 R to B 3
36 R to Kt 2	36 P takes P
37 R P takes P	37 Q R to R 3
38 K to B 2	38 Q to K 2
39 K to K 2	39 R to R 6
40 K to Q sq	40 Q to B 3
41 K to B 2	41 Q to Q sq
42 K R to B 2	42 K to Kt 2
43 K to Kt sq (h)	43 R to R 8
44 R to R 2	44 Q to R sq
45 R takes R ch	45 Q takes R
46 K to B 2	46 K to B 3 (i)
47 R to K 2	47 Q to Q B 2
48 B to B sq	48 B to Q 2
49 R to R 2	49 R takes R
50 Q takes R	50 K to Kt 2
51 B to Q 2	51 B to K sq
52 Kt to K Kt 2	52 B to Kt 3
53 B to K sq	53 Q to K B 2 (k)
54 ~~Q to R (l)~~	54 Q to Q B 2
55 K to Kt 2	55 ~~B to B 2~~ QR to R 2
56 Q to R 2	56 Kt to B sq
57 B to Kt 3	57 Kt to Kt 3
58 Kt fr Kt 2 to K sq	58 Q to Kt sq
59 K to R sq	59 P to R 4 (m)
60 Q to Q Kt 2 (n)	60 Q to R 2 (o)
61 Q to R 3	61 K to B 3 (p)
62 Kt to K Kt 2	62 B to K 3
63 B to K sq	63 P to R 5
64 B to Q 2	64 Q to K R 2
65 Q to B sq (r)	65 Kt to B 5
66 B takes Kt (s)	66 Kt P takes B
67 P takes P	67 Q to R 7 (t)
68 Kt fr Kt 2 to K sq	68 B to Q B 2
69 Kt takes B P	69 B to R 4
70 P to Kt 5 ch	70 K to K 2
71 K to Kt sq	71 B takes Kt
72 Q takes B	72 B takes P
73 Kt to Kt 3	73 P to B 4 (u)
74 Q to R 5	74 Q to Kt 8 ch
75 K to Kt 2	75 B takes Kt
76 Q takes P ch	76 K to Q 2
77 P takes B	77 Q takes P
78 P to R 5	78 Q to B 3
79 Q to R 7 ch	79 K to B sq
80 Q to R 8 ch	80 K to B 2
81 Q to R 7 ch	81 K to B sq
82 Q to B 5 ch	82 K to Kt 2
83 P to Kt 4	83 Q to Q R 3
84 Q to K 7 ch	84 K to B 3
85 Q to K 8 ch	85 K to Kt 2
86 Q to Q 7 ch	86 K to Kt sq
87 K to Kt 3	87 Q to Q 6 ch
88 K to R 4	88 Q to B 7 ch
89 K to Kt 5	89 Q to B 2
90 Q takes Q ch	90 K takes Q
91 K to B 4	

Given up as a draw. (v)

Duration of the game eleven hours.

(a) Anderssen, whose favourite variation of the Ruy Lopez the present continuation is, developes the Q Kt at B 3.

(b) A very usual continuation in this and similar forms of the Lopez. White exposes himself to some attack, but he tries to obtain the superior position for the end-game. 12 P to K B 4 would be, of course, favourable for Black, as it opens, by the exchange of the Pawns, his K B file.

(c) 12 P to K R 4 would be met by 13 P to K B 3; 12 P to Q R 4 by 13 P to Q R 4, leaving the isolated Pawn in a still weaker position.

(d) 17 Q to R 4 at once, was preferable.

(e) Not good, and blocking his own game. 19 Q R to B sq was sounder.

(f) Necessary, to protect the Q B, in case of 21 P to B 4, 21 P takes P, 22 Kt takes P.

(g) This and the next move were superfluous; Black could go on with the flank attack immediately.

(h) If 43 R to R 2, Black proceeds, after exchange of Rooks, with Q to R 4.

(i) To open to the Queen the second file.

(k) Necessary, to prevent the threatened rejoinder, B to Kt 3.

(l) If 54 Kt takes K P, Black gains a decisive advantage by :—

	54 Q takes P
55 Kt takes Q	55 B takes P ch
56 K moves	56 B takes Q
57 Kt takes B	57 B takes Kt

(m) A seemingly risky advance, but the only one which promises to open the position for Black's Bishops, and, in fact, perfectly sound, I think.

(n) If 60 Q to Q 2 Black proceeds with 50 P to R 5, which would tend to the following continuation :—

61 P takes P (or A)	61 B takes P
62 Q takes P	62 B takes Kt
63 Kt takes B	63 P to B 5
64 Kt to B 2 best	64 P to Q 6
65 Kt to Q sq	65 B to B 4
66 B to B 2	66 B takes B
67 Kt takes B	67 Q to Kt 3
68 Q to Q 2	68 Q to Q 5 ch
69 K to Kt sq	69 Kt to B 5

and Black must win.

A.

61 Q takes P	61 P takes P
62 P takes P best	62 Q takes P
63 Kt takes K P	63 B takes Kt
64 B takes B ch	64 K to R 2
65 B to Kt 3	65 P to Q 6
66 Q to Q 2	66 B takes P

and Black wins.

(o) The further advance of the Rook's Pawn was the best line of play. White dare not play to win a Pawn, as then his game would be lost; *e.g.*:—

	60 P to R 5
61 P takes P	61 B takes P
62 Q takes Q	62 B takes Q
63 Kt taks B P	63 B to Q 3
64 Kt from B 5 to Q 3 best	

(If Kt to Kt 7 or Kt 3, 64 B to Kt 5 and 65 B to K 7, &c.)

	64 P to B 4
65 P to R 5	65 B takes Kt
66 Kt takes B	66 P to B 5
67 Kt to B 2	

(If 67 P to R 6, 67 P takes Kt, 68 P to R 7 68 P to Q 7, &c.; if 67 Kt to B sq, 67 P to Q 6, 68 B to K sq, 68 Kt to R 5, &c.; if 67 Kt to K sq, 67 P to Q 6, 68 Kt to Kt 2, 68 P to B 6, &c.)

	67 K to B 3
68 K to Kt 2	68 Kt to K 2
69 P to R 3	69 Kt to B 3
70 P to R 6	70 B to B 4
71 Anything	71 Kt to Kt sq

and Black wins the Pawn, and should force, afterwards, the game by his two passed Pawns.

(p) This and the next move are necessary to give to the Queen an outlet on the King's side.

The game was here adjourned, after a fight of eight hours.

(q) The most attacking line of play, I think. If 62 Kt to B 2, threatening the capture of the adverse Q P, Black replies, 62 Kt to B 5, and, if 63 Kt takes Kt, 63 K P takes Kt, 64 B to K sq, 64 B to K 4; if 63 B takes Kt, 63 Kt P takes B.

(r) If 65 Q takes R P, Black proceeds with :—

	65 Q to R 7
66 Kt from Q 3 to K sq	66 Kt to R 5
67 Q takes P	67 Kt takes Kt
68 Q takes B	68 Kt takes Kt
69 B takes Kt	69 Q to Q B 7
70 Q to B 8, or Q 8 ch	70 K to Kt 3
71 Q to K 8 ch	71 B to B 2
72 Q to B 3 ch	72 K to Kt 2

and wins.

(s) 66 Kt from Kt 2 takes Kt, 66 Kt P takes Kt, 67 P takes P, 67 Q to R 6, 68 Kt to K sq, 68 Q to B 8, regaining the sacrificed Pawn with a good position.

(t) Superior to Q to Kt sq, which would enable White, after 68 Kt to Q Kt 2, to resume the attack by 69 Q to R sq.

(u) A blunder which ought to have lost the game. Black had at this point the game in his hands, I think, as following continuation may show :—

	73 B to Q 6 ch
74 K to R sq	74 Q to Q B 7
75 P to R 5	75 P to B 4
76 Q to Q B sq (or A)	76 Q takes Q ch
77 Kt takes Q	77 B to B 8
78 K to Kt 2	

Necessary to prevent the immediate advance of the Q P.)

	78 P to B 5
79 K to B 2	79 B to Kt 7 winning.

A.

77 P to Kt 6

(Threatening after 77 P to B 5 the pretty rejoinder: 78 Q to R 4 ch, 78 K to K 3, 79 Kt to B 5 ch, 79 K to Q 3, 80 Q to B 6 ch, 80 K takes Kt, 81 Q to Kt 6 ch mate.)

	77 B to R 3
78 Q to Q Kt sq	

(If 78 Q to Q B sq, 78 Q takes Q ch, 79 Kt takes Q, 79 P to Q 6, 80 Kt to Kt 3, 80 P to B 5, &c.)

	78 Q to B 6 ch
79 Q to Kt 2	79 Q takes B P
80 Kt takes B P	80 Q to Q 8 ch
81 Q to Kt sq	81 Q takes Q ch
82 K takes Q	82 P to B 6

(v) Mr. Steinitz pointed out that White has now a won game, *e.g.*:—

	91 K to B 3

(Any other move of Black does not change the result)

92 P to Kt 5 ch	92 K to Q 2
93 P to Kt 6	93 K to B 3
94 K to Kt 4	94 K to Kt 2

(If 94 K to Q 2, 95 P to R 6)

95 K to Kt 5	25 P to Q 6
96 P to R 6 ch	96 K to Kt sq

(If 96 K to R sq, 97 K to B 6 and 98 K to B 7)

97 K to B 6	97 P to Q 7
98 P to R 7 ch	98 K to R sq

99 K to B 7 and mates in three more moves.

GAME 121.

Played on the 16th November.
French Opening.

White. J. H. Zukertort.	Black. W. N. Potter.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 Kt to K B 3	4 Kt to K B 3
5 B to Q 3	5 B to Q 3
6 Castles	6 Castles
7 Kt to B 3	7 P to B 3
8 Kt to K 2	8 Q to B 2
9 Kt to Kt 3	9 B to K Kt 5
10 P to B 3	10 Q Kt to Q 2
11 P to K R 3	11 B to K 3 (a)
12 Kt to B 5	12 B takes Kt
13 B takes B	13 P to K Kt 3
14 B takes Kt	14 Kt takes B
15 R to K sq	15 K R to K sq
16 B to R 6	16 B to B 5
17 B takes B	17 Q takes B
18 Q to Q 2	18 Q takes Q
19 Kt takes Q	

Given up as a draw.

Duration of the game not quite one hour.

(a) Black could get here three Pawns for a piece. This line of play would lead to very interesting variations, both parties going in for attack, *e.g.*:—

	11 B takes P
12 P takes B	12 B takes Kt
13 P takes B	13 Q takes P ch
14 K to R sq	14 Q takes P ch
15 Kt to R 2	15 Kt to K 5
16 B to K B 4	16 P to K B 4
17 Q to K 2	17 Q R to K sq
18 R to B 3	18 Q to R 4
19 Q to Kt 2	19 Q Kt to B 3
20 Q R to K B sq, &c.	

Played on the 18th November.
Scotch Game.

White. W. N. Potter.	Black. J. H. Zukertort.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 B to B 4 (a)
5 B to K 3	5 Q to B 3
6 P to Q B 3	6 K Kt to K 2
7 B to K 2 (b)	7 P to Q 4
8 B to B 3 (c)	8 B takes Kt (d)
9 P takes B (e)	9 P takes P
10 B takes P	10 Castles
11 Kt to B 3	11 B to B 4
12 Q to B 3 (f)	12 Q to Kt 3 (g)
13 P to K Kt 3 (h)	13 B takes B
14 Q takes B (i)	14 Q takes Q
15 Kt takes Q	15 Kt to B 4
16 Castles Q R (k)	16 K R to K sq
17 Kt to B 3 (l)	17 Kt takes B
18 P takes	18 R takes P
19 P to Q 5 (m)	19 Kt to K 4
20 Kt to Kt 5	20 P to Q B 3
21 P takes P (n)	21 Kt takes P
22 K R to K sq (o)	22 R takes R
23 R takes R	23 P to K Kt 3
24 R to K 2	24 R to Q sq
25 Kt to B 3	25 P to R 4
26 P to Q R 3	26 K to B 2
27 R to K B 2	27 P to K R 3
28 K to B 2 (p)	28 Kt to Q 5 ch
29 K to Q 3	29 Kt to Kt 4 dis ch
30 K to K 3	30 Kt takes Kt
31 P takes Kt	31 K to B 3
32 R to Q Kt 2	32 P to Kt 3
33 P to Q R 4	33 R to K sq ch
34 K to Q 3	34 R to K 4
35 K to B 4	35 P to K Kt 4
36 R to K B 2	36 P to K R 4
37 K to Kt 4	37 P to B 5
38 P takes P (q)	38 R to K 5 ch
39 P to B 4	39 P takes P
40 P to R 5	40 K to B 4
41 P takes P	41 P takes P
42 K to B 3	42 K to Kt 5
43 R to Kt 2 ch (r)	43 K to B 6
44 R to Kt 6	44 K to K 6
45 R to R 6	45 P to B 6
Resigns.	

Duration of the game four hours and twenty minutes.

(a) The line of play commencing with 4 Q to R 5, is perfectly sound; but too difficult to be adopted in a match game played with a time limit.

(b) White has here two other continuations: 7 B to Q B 4, and 7 P to K B 4. The move in the text was introduced by L. Paulsen.

(c) The orthodox reply; but, if properly met, leaving Black with a slight advantage. White may play here 8 Kt to Kt 5, which leads to some interesting variations, *e.g.*:—

8 Kt to Kt 5	8 B takes B
9 P takes B	9 Q to R 5 ch
10 K to B sq best	

(If 10 P to Kt 3, 10 Q takes K P; if 10 K to Q 2, 10 Castles, 11 Kt takes B P, 11 P takes P)

	10 Castles
11 Kt takes B P	11 P takes P

and White dare not take the Rook on account of

12 Kt takes R	12 Kt to B 4
13 K to Kt sq	13 Kt takes P
14 Q to B sq	

(If 14 Q to Q 2, 14 R to Q sq)

	14 Kt takes P
15 Q to K B sq	

(If 15 K takes Kt, Black forces the mate by 15 B to R 6 ch, 16 K to Kt sq, 16 P to to K 6)

	15 B to R 6

and Black has an overwhelming attack.

(d) The correct move, which isolates White's Q B P.

(e) 9 P takes P would lose a piece by 9 B takes B, 10 P takes Kt, 10 B to Kt 3, 11 P takes P, 11 Q B takes P.

(f) 12 B takes Kt, with the object of obtaining Bishops of different colours, was preferable. White ought to play for a draw.

(g) The correct rejoinder: 12 Kt takes P, 13 Q B takes Kt, 13 Q takes B, 14 B takes Kt, 14 Q to K 4 ch, 15 B to K 4, 15 P to K B 4 would be favourable to the opponent.

(h) White's game is not good, but this is loss of time.

(i) Best: If 14 Kt takes B, Black proceeds with

	14 Kt to B 4
If then 15 R to Q sq	15 K R to K sq
16 Kt to B 3	16 Q Kt takes P, &c.

(k) If 16 P to Q 5, 16 Kt to Kt 5, 17 R to Q sq (17 B to B 5, 17 K R to K sq) 17 K R to K sq, &c.

(l) If 17 Kt to B 5, 17 P to Q Kt 3, 18 Kt to R 6, 18 Kt takes B, 19 P takes Kt, 19 R takes P, 20 Kt takes P, 20 R to Q B sq, and Black will maintain a Pawn plus.

(m) Best: 19 Kt to Q 5 would be met by 19 R to K 7, and if then 20 Kt takes R Black regains the Pawn by 20 R to Q B sq, 21 P to Q 5 best, 21 R takes Kt, 22 P takes Kt, 22 R takes B P ch, 23 K to Kt sq, 23 P to K Kt 3.

(n) 21 Kt to B 7 and 22 P to Q 6 was not advisable; the Pawn could hardly be defended later on, and the Knight would be locked in.

(o) The position of White's King is so exposed that he cannot go in for any attack.

(p) If 28 P to K Kt 4, then, of course, 28 Kt to K 4 and 29 Kt takes P. White must try to pass with his King on the other flank, as otherwise Black forces the deciding advance of his Pawns.

(q) 38 P to R 4 would be followed up by 38 K to Kt 3 and if then 39 R P takes P, 39

45 269 5

P takes P, if 39 Kt P takes P, 39 R to K 5 ch and 40 P takes B P.

(r) There is nothing to be done; 43 K to Q 3 would lead to :—

	43 R to K 3
44 K to Q 2	44 P to B 6
45 Anything	45 K to B 5
	and 46 R to K 7, &c.

If 43 R to Q Kt 2, then 43 P to B 6.

GAME 122.

French Opening.
Played the 20th November.

White. J. H. Zukertort.	Black. W. N. Potter.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 Kt to K B 3	4 Kt to K B 3
5 B to Q 3	5 B to Q 3
6 Castles	6 Castles
7 Kt to B 3	7 P to B 3
8 Kt to K 2	8 Q to B 2
9 Kt to Kt 3	9 B to K Kt 5
10 P to K R 3 (a)	10 B takes P (b)
11 P takes B	11 B takes Kt
12 P takes B	12 Q takes P ch
13 K to R sq	13 Q takes P ch
14 Kt to R 2	14 Kt to K 5
15 B to K B 4	15 Kt to Q 2
16 Q to K 2 (c)	16 P to K B 4
17 R to B 3	17 Q to R 4
18 R to K Kt sq (d)	18 Q Kt to B 3 (e)
19 B to K 5 (f)	19 P to K Kt 3 (g)
20 R to Kt 2	20 Q R to K sq
21 K to Kt sq	21 Kt to Q 2
22 B takes Kt (h)	22 Q P takes B
23 Q to B 4 ch	23 R to B 2
24 R to B sq	24 Kt takes B
25 P takes Kt	25 R takes P (i)
26 Kt to Kt 4	26 R to Q 4
27 Kt to K 3	27 P to B 5 (k)
28 Kt takes R	28 Q takes Kt
29 Q takes Q	29 P takes Q
30 R to Q 2 (l)	30 P to K 6
31 R to Q 3 (m)	31 P to Q 5
32 K to Kt 2	32 P to K Kt 4
33 R takes Q P (n)	33 P to K 7
34 R to K sq	34 P to B 6 ch
35 K to B 2	35 P to K R 4 (o)
36 R to Q 5	36 P to Kt 5
37 R to K Kt sq	37 R to R 2
38 R to K R sq (p)	38 R to R 3
39 R to Kt 5 ch (q)	39 K to B 2
40 R fr Kt 5 tks R P	40 R takes R
41 R takes R	41 P to Kt 6 ch
42 K to K sq	42 P to Kt 7
43 R to Kt 5	43 K to B 3
44 R to Kt 8	44 K to K 2 (r)
45 K to B 2	45 P to R 3
46 P to R 4	46 P to Kt 3
47 R to Kt 4	47 K to Q 3
48 R to Kt 8	48 K to B 4
49 R to Kt 7	49 K to Kt 5
50 R to Kt 4 ch	50 K to R 4
51 K to K sq	51 P to Kt 4
52 P takes P (s)	52 P takes P
53 K to B 2	53 K to Kt 3
54 R to Kt 6 ch	54 K to B 4
55 R to Kt 5 ch	55 K to Q 5
56 R to Kt 4 ch	56 K to K 4
57 R to Kt 5 ch	57 K to Q 3
58 P to B 3	58 K to K 3
59 P to Kt 3	59 K to B 3
60 R to Kt 8	60 K to K 4
61 R to K 8 ch	61 K to Q 4
62 R to K 3	62 K to B 4
63 R to K 5 ch	63 K to Q 3
64 R to Kt 5	64 K to B 3
65 P to B 4	65 P takes P
66 P takes P	66 K to Q 3
67 P to B 5 ch	67 K to B 3
68 K to K sq (t)	68 K to Kt 4
69 K to B 2	69 K to B 3
70 R to K 4	70 K to Kt 4

Drawn.

Duration of the game, over six hours.

(a) The first nine moves are identical with Game 6 of the match. The move in the test is certainly preferable to the move played in Game 6.

(b) Black gets three Pawns for a piece and some attack, but he must give up both his Bishops, and the adversary's game, being well developed, the sacrifice should prove unsound.

(c) Whether White should take the Knight or not is very difficult to decide; he would certainly have more freedom of action to proceed with his attack, but Black gets four united and very dangerous passed Pawns.

(d) This move, though certainly strong for attacking purposes and limiting the adversary to one line of play (see note e), is not the best. 18 Q R to K B sq, I think, would prevent any further attack, and establish a powerful storm against the adverse King's quarters, *e.g.* :—

18 Q R to K B sq	18 Q Kt to B 3 (or A and B)
19 Q to Kt 2	19 Kt to Kt 5
20 B takes Kt	20 Q P takes B
21 R to R 3	21 Q to Kt 3
22 Kt takes Kt	22 Q takes Kt

(If 22 P takes Kt, 22 R to R 4, &c.)

23 Q takes Q	23 P takes Q
24 R to K 3	24 Q R to K sq

25 K to Kt 2 and
26 B to K 5, winning a Pawn and the game, I think.

A.

	18 R to B 3
19 Q to K 3	19 R to K sq
20 R to R 3	20 Q to Kt 3

21 Q to B 3 followed up by
22 R to K Kt sq and
23 Kt to B sq

B.

	18 Q R to K sq
19 Q to Kt 2	19 Q Kt to B 3
20 R to R 3	20 Q to B 2

21 Kt to B 3, with a fine game.

(e) Necessary, and best; if 18 R to B 3, White proceeds with :—

19 B takes Kt	19 Q P takes B (or X)
20 R takes P ch	20 K to R sq best
21 R takes Kt	21 P takes R
22 Q takes P	22 Q tks Q ch forced
23 Kt takes Q	23 R to Kt 3

24 R takes Kt P, with an easy won game.

X.

	19 B P takes B
20 Q to Kt 2	20 R to Kt 3

21 R to K Kt 3, with a good attack, and the chief strength of Black's Pawns is broken up.

(f) Threatening :—

20 K B takes Kt	20 Either P takes B
21 K R to K Kt 3	21 Q takes Q
22 R takes P ch	22 K to R sq
23 R to Kt 8 ch	23 R takes R
24 B takes Kt ch	24 R to Kt 2
25 R takes R	25 R to K B sq
26 R to Kt 2 dis ch	26 R takes B
27 R takes Q	

White's 19th move exposes however the Bishop, to an early attack by the adverse Knight.

(g) Well played; premature would be 19 Kt to Kt 5, 20 B takes Kt, 20 Q P takes Kt, 21 R takes P, 21 R takes R, 22 R takes Kt, 22 P to K Kt 3, 23 R takes P, and White has, I think, a won game.

(h) 22 B to K B 4 was better perhaps. Black has no dangerous discovering move with his K Kt.

(i) 25 R to K 2 was perhaps the sounder line of play.

(k) A bold continuation; Black could draw here by 27 R to K 4. 27 Q R to Q 2, is not good, as White obtains the advantage by 28 Kt takes P. Equally bad was 27 P to Q Kt 4, as White replies 28 Q takes B P, 28 R to Q sq (28 Q R to Q 2, 29 Kt takes P) 29 Kt to Q 5, with a fine attack.

(l) White misses here the right rejoinder :—

30 R to Kt 4	30 P to B 6
31 K to B 2	31 P to Q Kt 4

(White threatened 32 P to Q B 4)

32 P to B 3	32 R to B 4
33 P to Kt 3	33 P to Kt 4
34 K to K 3	34 P to K R 4
35 R fr Kt 4 to Kt sq	35 P to K Kt 5
36 P to B 4	36 Kt P takes P
37 P takes P	37 P takes P
38 K takes P	38 R to B 3
39 R to K R sq	39 R to K R 3
40 K to B 4	40 K to Kt 2
41 K to Kt 3	41 K to Kt 3
42 R to Q sq	

and White should win.

(m) If 31 R takes Q P, Black can draw at once by 31 P to B 6, 32 R to K 5, 32 P to K 7, 33 R to B 2, 33 R to B 4, 34 R to K 3, 34 R to Kt 4 ch, 35 K to R 2, 35 R to R 4 ch, 36 K to Kt sq &c. [If 36 K to Kt 3, 36 R to R 8.]

(n) The proper moment for the capture. 33 K to B 3 would lose by 33 P to Kt 5 ch, 34 K takes P, 34 P to B 6.

(o) Threatening to win by 36 P to Kt 5, and 37 P to Kt 6 ch.

(p) White would but draw by the exchange of Rooks, as follows :—

38 R to Q 8 ch	38 K to Kt 2
39 R to Q 7 ch	39 K to Kt 3
40 R takes R	40 K takes R
41 P to B 4	41 P to R 4
42 P to B 5	42 K to Kt 3
43 P to Kt 3	43 K to B 4
44 R to Q B sq	

(The only move to prevent the advance of the adverse King, which would prove disastrous, *e.g.*: 44 P to R 3, 44 K to B 5, 45 P to Kt 4, 45 P to Kt 6 ch, 46 R takes P, 46 P to K 8 Queens ch, 47 K takes Q, 47 K takes R, and wins.)

44 K to B 5	45 R to B 4 ch
45 K to B 4	46 R to B sq, &c.

But White had here a clear road to victory by 38 R to K B 5, threatening to capture the B P, and to which Black had no better reply than :

38 R to K 2

(If 38 R to Q 2, 39 R from B 5 takes P,

39 R to Q 8, 40 R from R 5 to R sq, &c.; if 38 K to R sq, 39 R to B 8 ch and 40 R takes B P; if 38 R to Q B 2, 39 R from B 5 takes R P, 39 R takes P, 40 R takes P ch, 40 K to B 2, 41 R to B 5 ch, 41 K to K 3, 42 R takes P, 42 R takes P, 43 R from Kt 4 to K 4 ch, and 44 R takes P.)

39 R takes R P	39 R to K 5 (or Z)
40 R to B 5	40 K to R 2

(If 40 K to R sq, 41 K to K sq, 41 R to Q 5, 42 R to R 5 ch, 42 K to Kt 2, 43 R to Kt 5 ch and 44 R from Kt 5 takes P.)

41 R to B 7 ch	41 K to Kt 3
42 R takes Q Kt P	42 P to K 8 qn ch
43 R takes Q	43 P to Kt 6 ch
44 K takes Kt P	45 R takes R
45 K takes B P, and wins.	

Z.

	39 P to K 8 qn ch
40 R takes Q	40 P to Kt 6 ch
41 K to B sq	41 P to Kt 7 ch
42 K to B 2	42 R takes R
43 R to Kt 5 ch	43 K to B 2
44 K takes R	44 K to B 3
45 R to Kt 3	45 K to K 4
46 K to B 2	46 K to K 5
47 R to Kt 4 ch, and wins.	

(q) If 39 R to Q 8 ch, 39 K to B 2, 40 R to Q 7 ch, 40 K to B sq, 41 R takes Q Kt P, Black proceeds with 41 R to Q 3 and 42 R to Q 8.

(r) Black must play his King on the Queen's side, as otherwise, White's B P would irresistibly advance.

(s) 52 P to Kt 3 would also lead but to a draw by:

	52 K to Kt 3

If 52 P to Kt 5, 53 R to Kt 6, forcing the game.)

53 P to B 4	53 P takes P
54 P takes P	

with a similar position as in the actual game.

(t) If 68 R to Kt 8, Black draws by:—

	68 K takes P
69 R to B 8 ch	69 K to Q 4
70 R to B sq	70 K to K 5
71 R to B 4 ch	71 K to B 4
72 R to B sq	72 K to B 5, &c.

GAME 123.

Played the 23rd November.
Irregular Opening.

White. W. N. Potter.	Black. J. H. Zukertort.
1 P to Q B 4	1 P to K 3
2 P to K 3	2 Kt to K B 3
3 P to Q 4	3 P to Q 4
4 Kt to K B 3	4 B to K 2 (a)
5 B to Q 3	5 Castles
6 Castles	6 P to Q Kt 3
7 Kt to B 3	7 B to Kt 2
8 P to Q Kt 3	8 P to B 4
9 B to Kt 2	9 Kt to B 3
10 B P takes P (b)	10 K P takes P
11 R to B sq	11 P takes P (c)
12 P takes P	12 B to Q 3
13 Q to Q 2	13 R to K sq
14 K R to K sq	14 Q to Q 2
15 Q to Kt 5	15 P to K R 3
16 Q to R 4	16 Q to Kt 5 (d)
17 Q takes Q	17 Kt takes Q
18 P to Kt 3 (e)	18 Kt to B 3
19 Kt to Q Kt 5	19 R takes R ch
20 R takes R	20 B to Kt 5
21 R to Q B sq	21 K B to B sq (f)
22 Kt to K 5	22 Kt to Q Kt 5 (g)
23 B to Kt sq	23 P to R 3
24 Kt to Q B 7	24 R to Q B sq (h)
25 B to B 5	25 R to Q sq
26 P to Q R 3	26 P to Kt 3
27 B to R 3 (i)	27 Kt to R 7
28 R to R sq	28 B to Q 3
29 Kt takes R P	29 B takes Kt
30 R takes Kt	30 Kt to K 5
31 Kt to Kt 4 (k)	31 P to B 4
32 Kt to K 3	32 R to Q B sq
33 B to Kt 2 (l)	33 B to Kt 2
34 R to R sq	34 P to B 5
35 P takes P	35 B takes P
36 R to Q B sq	36 R to K sq
37 R to B 2 (m)	37 Kt to B 3 (n)
38 Q B to B sq	38 Kt to Kt 5
39 P to R 3 (o)	39 Kt takes Kt
40 P takes Kt	40 B to Q 3
41 P to Q R 4	41 P to K Kt 4
42 B to B 3 (p)	42 K to Kt 2 (q)
43 B to Kt 4	43 K to Kt 3
44 B to Q 7	44 R to Q sq
45 B to Kt 5	45 K to R 4
46 B to Q 2	46 B to Kt 6 (r)
47 P to R 5	47 P takes P
48 B takes P	48 R to Q R sq
49 P to Kt 4 (s)	49 K to R 5
50 B to B 6 (t)	50 B takes B
51 R takes B	51 K takes P (u)
52 R takes P ch	52 K to Kt 5
53 R to Q B 6	53 K to B 6
54 R to B 6 ch (v)	54 K takes P
55 R to B 5	55 R to Q B sq (w)
56 R takes Q P	56 R to B 8 ch
57 K to Kt 2	57 B to B 5
58 R to Q B 5	58 R to Q Kt 8
59 R to B 2	59 K takes P

Given up as a draw.
Duration of the game, Seven hours, Twenty minutes.

(a) The usual move at this point is B to Q 3. In the actual game the move in the text proves loss of time.

(b) The wisdom of the early exchange of this Pawn is doubtful.

(c) Necessary, as White would now exchange the Pawns and establish an attack against the Q B P.

(d) The best course, I think. If 16 R takes R ch, 17 R takes R, 17 R to K sq, 18 R takes R ch, 18 Q takes R, 19 B to Q B sq, and White has some attack.

(e) White would but improve the opponent's game by 18 Kt takes P, which would be met by 18 Kt takes P.

(f) Black's twentieth move was hastily played, under the misapprehension that it could be followed up by P to R 3. The Bishop must retire to open a square for the Knight.

(g) 22 Kt takes Kt, 23 P takes Kt, 23 Kt to K sq was, I think, better.

(h) To force White to play his K B, which frees Black's Q Kt.

(i) 27 B takes P, would give White, probably, a decisive advantage.

(k) Black threatens the capture of the Knight, followed up by the immediate advance of the Q P.

(l) If 33 Kt takes Q P, 33 R to B 7.

(m) The best move. White here conducts the difficult defence in the best style: If 37 R to K sq, Black would win a Pawn at least, by 37 Kt to Q 7, 38 P to Kt 4, 38 Kt to B 5, 39 Q B to B sq, 39 B takes Kt, 40 P takes B, 40 R to R sq, &c.

(n) If 37 Kt takes P, White replies with 38 B takes P ch, [but, not good is 38 Kt takes P, 38 Kt to R 6 ch, 39 B takes Kt, 39 B takes Kt] 38 B takes B, 39 Kt takes B, 39 Kt to R 6 ch, 40 K to Kt 2, 40 R to Q sq, 41 Kt to K 7 ch, and 42 Kt to B 6, winning.

(o) 39 Kt takes Kt 39 R to K 8 ch
40 B to B sq 40 B takes B
would win back the lost Pawn.

(p) 42 B to B sq followed up by 43 K to Kt 2 and 44 B to Q 3 was preferable; but it is very questionable whether White can effect more than a draw.

(q) The beginning of an advance which turns the tables.

(r) A very important rejoinder: securing the further advance of the King, and shutting the adverse Bishop out.

(s) If 49 B to B 7, Black answers 49 K to R 5; disastrous would be the reply 49 R to Q B sq, on account of 50 B takes B, and if 50 R takes R, 51 B to K 8 checkmate.

(t) If 50 B to Q 7 Black would continue with:—

	50 P to R 4
51 K to Kt 2	51 B to R 3
52 B to B 7 best	52 B takes B
53 R takes B	53 B to Q 6

and Black has a considerable advantage.

(u) Black played the latter part of this game well, but here he fails to make the most of the position, 51 P to R 4 would hardly be answered, *e.g.*:—

	51 P to R 4
52 R to K R 6 (or A)	52 K takes P
53 R takes P ch	53 B to R 5
54 R to R 7	

(If 54 K to B sq, 54 P to Kt 5)

	54 R to K sq
55 P to Kt 5	55 R takes P
56 R to K B 7	

(If 56 P to Kt 6, 56 R to R 6)

	56 P to Kt 5
57 P to Kt 6	57 R to Kt 6 ch
58 K to B sq	58 R to Q Kt 6
59 P to Kt 7	59 P to Kt 6

and Black ought to win.

A.

52 K to Kt 2	52 R to K B sq
53 R to B 2	53 P to Kt 5
54 P takes P	54 K takes P
55 P to Kt 5	55 P to R 5
56 B to B 7	

[If 56 P to Kt 6, 56 P to R 6 ch, 57 K to Kt sq, 57 P to R 7 ch, 58 K to Kt 2, 58 R to B 8.]

	56 P to R 6 ch
57 K to Kt sq	57 P to R 7 ch
58 R takes P	58 B takes R ch
59 B or K takes B	59 K to B 6 and wins.

(v) The only move to save the game. If 54 R to B 2, then 54 P to Kt 5, 55 R to R 2 (there is nothing better), 55 B to K 8, 56 R to Q B 2, 56 P to Kt 6, and 57 B to B 7 ch.

(w) 55 B to B 5 would be defended by:—

56 R takes Q P	56 K to B 6
57 R to Q 8	

[But, if 57 R to K B 5, 57 R to Q B sq, 58 R

to Q B 5, 58 R to K sq, 59 P to Kt 5, 59 R to K 7, 60 R to B sq, 60 P to Kt 5, &c.]

	57 R to R 3 (or E)
58 R to K 8	58 R to K R 3
59 P to Kt 5	59 B to K 6 ch
60 R takes B ch	60 K takes R
61 B to B 7	61 K takes P
62 P to Kt 6	

and draws.

E.

	57 R to R 2
58 P to Q 5	58 R to K R 2
59 R to K B 8, &c.	

and Black can but draw.

GAME 124.

Played on the 25th November.

French Opening.

White. J. H. Zukertort.	Black. W. N. Potter.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 Kt to K B 3	4 Kt to K B 3
5 B to Q 3	5 B to Q 3
6 Castles	6 Castles
7 Kt to B 3	7 Kt to B 3
8 B to K Kt 5 (a)	8 B to K Kt 5
9 B takes Kt (b)	9 Q takes B
10 Kt takes P	10 Q to R 3
11 P to K R 3 (c)	11 Kt takes P (d)
12 Kt to K 7 ch (e)	12 K to R sq (f)
13 Kt takes Kt (g)	13 B takes Q
14 Q Kt to B 5	14 Q to B 3
15 Q R takes B	15 B to K 4
16 P to Q B 3	16 Q R to Q sq
17 P to K B 4	17 B takes Kt ch
18 Kt takes B	18 P to B 4
19 Kt to Kt 3	19 R takes B
Resigns.	

Duration of the game one hour and twenty minutes.

(a) This move is satisfactory I think, but the best course would be:—

8 Kt to Q Kt 5	8 B to K 2
9 B to K B 4	9 P to Q R 3
10 Kt to B 3	

(If 10 Kt takes P, 10 R to R 2, and White will lose the Knight.)

(b) Bad, the proper continuation was 9 K to R sq; if then 9 Kt takes P, 10 Kt takes P, 10 Kt takes Kt, 11 P takes Kt, 11 B to R 6, 12 B takes Kt, 12 P takes B, 13 Q to Q 2.

(c) Ruinous, the only way to save the game was:—

11 Q to B sq	11 Q takes Q best

(If 11 Q to R 4, 12 Kt to B 4, 12 K B takes Kt, 13 Q takes B, 13 B takes Kt, 14 P takes B, 14 Q R to Q sq, 15 P to B 3, and White keeps the pawn plus.)

(d) Well played, in fact deciding the game.

(e) There is nothing to be done; if 12 B to K 2 or K 4, Black proceeds with 12 Kt takes Kt ch, 13 B takes Kt, 13 B takes P.

(f) 12 B takes Kt would, of course, relieve White from his difficulties.

(g) If 13 Kt to B 5, 13 B takes K Kt, winning a piece.

GAME 125.

Irregular Opening.

Played on the 27th November.

White. W. N. Potter.	Black. J. H. Zukertort.
1 P to K B 4	1 P to Q 4
2 P to K 3	2 Kt to K B 3
3 Kt to K B 3	3 P to K 3
4 B to K 2	4 B to Q 3
5 Castles	5 Castles
6 P to Q 3	6 P to Q Kt 3 (a)
7 P to K R 3	7 P to B 4
8 Q to K sq	8 Kt to B 3
9 P to K Kt 4 (b)	9 P to K 4 (c)
10 Q to R 4	10 P to K 5
11 Kt to K sq	11 Kt to K 2
12 Kt to Q B 3	12 P takes P
13 P takes P	13 P to Q 5
14 Kt to K 4 (d)	14 P takes P
15 Kt takes Kt ch	15 P takes Kt
16 B takes P	16 Kt to Kt 3 (e)
17 Q to Kt 3	17 P to B 4 (f)
18 P to Kt 5	18 R to K sq
19 Kt to B 2	19 B to Kt 2 (g)
20 Q R to K sq	20 Q to B 2
21 B to Q 2 (h)	21 R to K 2
22 B to Q sq	22 Q R to K sq
23 R takes R	23 R takes R
24 P to K R 4 (i)	24 P to B 5
25 P to R 5 (k)	25 P takes P
26 P takes Kt (l)	26 P takes Kt
27 P takes B P ch (m)	27 R takes P
28 B to R 5	28 R to K 2
29 Q to Kt 3 ch	29 K to B sq
30 Q to K R 3	30 Q to B 4 ch
31 K to R 2	31 R to K 8 (n)
32 Q to Q Kt 3	32 B to Q 4
33 Q to Q 3	33 P queens (o)
34 B takes Q	34 R takes B
35 Q takes P ch	35 K to Kt sq (p)
36 R takes R	36 Q to K B 7 ch
37 K to R 3	37 B to Kt 7 ch
38 K to Kt 4	38 B to B 6 ch
39 K to R 3	39 Q to Kt 7 ch
40 K to R 4	40 Q to B 7 ch (q)
41 K to R 3	41 B to Kt 7 ch
42 K to Kt 4	42 B to B 6 ch
43 K to R 3	43 Q to Kt 7 ch
44 K to R 4	44 Q to B 7 ch
45 K to R 3	45 Q to Kt 7 ch
46 K to R 4	46 Q to R 7 ch
47 Q to R 3	47 Q takes P ch (r)
48 B to Kt 4	48 B takes B
49 Q takes B	

Given up as a draw (s).

Duration of the game over 6 hours.

(a) Necessary, to be ready to play B to Kt 2, whenever White threatens to advance his K P.

(b) This premature advance must involve his own King in difficulties.

(c) The right rejoinder: preparing to dislodge the adverse Knight and opening the file for the Q B.

(d) 14 P takes P was preferable; the move in the text gives Black the opportunity to weaken the opponent's game on both flanks.

(e) Black takes now the attack in his hand (see note b) and turns all his forces against the weak flank of the adverse King. From this point to the 32nd move Black proceeds in the best way.

(f) To prevent the later advance of White's B P.

(g) 19 Q to B 2 at once was not preferable, as white may reply 20 Q R to K sq, and Black cannot then sacrifice the exchange (R takes B) with any advantage.

(h) Black threatened 21 R takes B; if then 22 Q takes R, (22 Kt takes R, 23 Kt takes P, 23 Q to R 4, 23 Kt to Kt 3), 22 B takes P, 23 R takes B best, 23 Kt takes R, &c.

(i) 24 P to Kt 3 would avail nought, as Black answers P to Kt 4.

(k) If 25 P takes P, 25 R to K 5, forcing the game,

(l) 26 Kt to Kt 4 was not preferable on account of:

	26 R to K 7
27 B takes R	27 P takes R
28 R to K sq	28 Kt takes P
29 B takes Kt	29 B takes B
30 Q to B 2	30 B to Q 7

(m) 27 P takes R P ch would be continued by 27 K takes P, 28 Q to R 3 ch, 28 K to Kt sq, 29 B to Q B 3, 29 P to B 3, and 30 R to R 2. If 27 B to Q B 3, then 27 B P takes P, 28 B takes P, 28 R to K 7, 29 B to Kt 3 ch, 27 K to B sq, and White must give up his Queen.

(n) A nice coup, threatening to play 32 P to B 8 queening, 33 B takes Q, 33 R takes B. The Rook cannot be taken of course.

(o) The strongest continuation was:

	33 B to B 5
34 Q to K B 3 (or X)	34 B takes R
35 Q to R 8 ch	35 K to Kt 2
36 B to B 3 ch	36 Q tks B, and wins

(X)

34 Q to Q B 3	34 B to K 4
35 R takes R	35 Q to B 7 ch
36 K to R 3	36 B to B 8 ch, &c.

A simple way of winning the game was:—

	33 R takes R
34 Q takes R	34 Q to Q 5
35 B to B sq best	35 Q B takes P
36 K to Kt 3	36 B to Q 4

and Black has the far superior position, and is two Pawns ahead.

(p) Giving the game out of hand at the last moment: 35 K to K 2 wins against any play. Should White then proceed to check, Black will bring his King in safety on the Queen's side, and so remain a piece ahead; should White capture the Rook at once, then the following continuation is equally deciding.

36 R takes R	36 Q to K B 7 ch
37 K to R 3	37 B to Kt 7 ch
38 K to Kt 4	38 B to B 6 ch
39 K to R 3	39 Q to Kt 7 ch
40 K to R 4	40 Q to R 7 ch
41 Q to R 3	41 Q takes P ch
42 B to Kt 4	42 B takes B
43 Q takes B	43 Q takes R
44 Q to K 4 ch	44 K to Q sq
45 Q to R 8 ch	45 Q to B sq
46 Q takes P	46 Q to B 5 ch, &c.

(q) I repeated here the moves to gain time for re-examination of the position.

(r) 47 Q takes Q ch and 48 B takes B would but draw.

(s) Black can now give perpetual check.

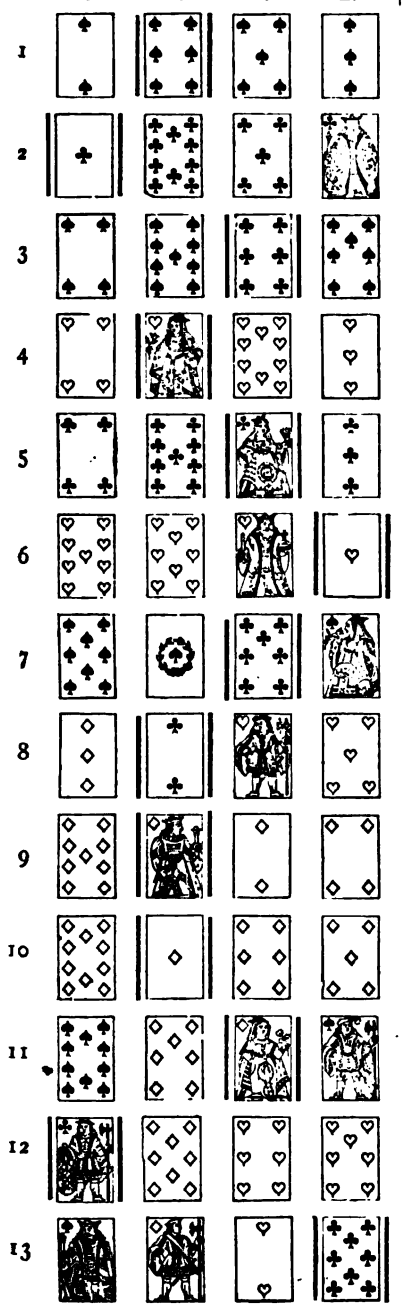
WHIST.

A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 231.

Played at the Junior Portland Club.
Score love all. Z turns up Club 3.

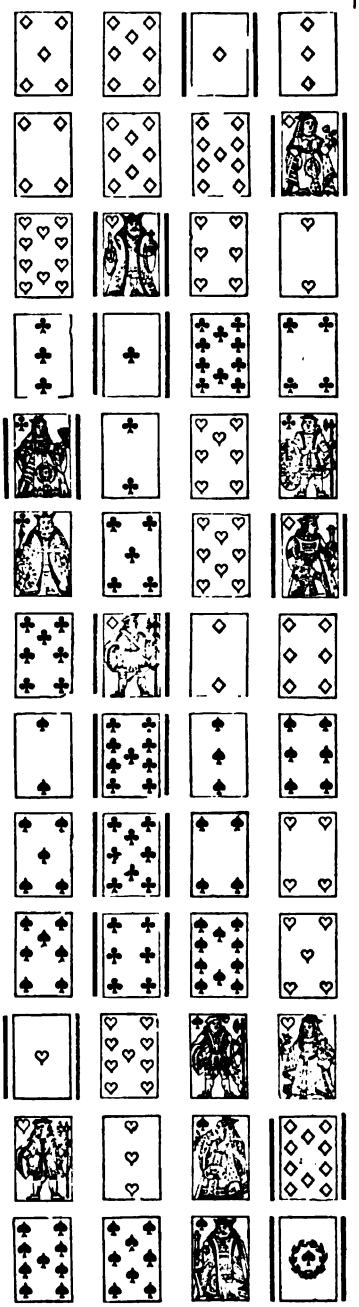
Solomon.	F. H. Lewis.	Major Lawrie.	A. P. Belaieff.
A.	X.	B.	Z.



HAND No. 232.

Score love all. Z turns up Diamond 6.

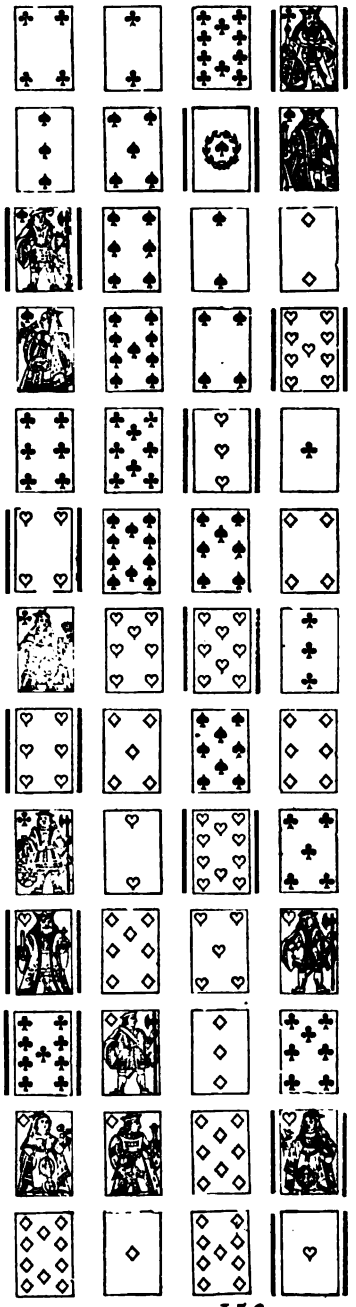
Solomon.	L.B.	T.C.	Belaieff
A	X.	B.	Z.



HAND No. 233.

Played at the Pembridge Club, 11th Nov. 1875.
Score 2 all.
Z turns up Hearts Queen.

A.	X.	B.	Z.



HAND No. 231.

NOTES.—Trick 3.—Why force B? The lead of Trump 10 is clearly from weakness. The best Heart would have been a very useful card. Trick 7.—A's best chance is to pass the Kg. Trick 11.—This is very pretty. Z knows that Spade Kg. 10 is behind him, with the Trump Kn., and he knows also that B has nothing but Hearts, of which he, Z, has the best, and he can therefore ensure the trick by passing the Diamond Qn.

HAND No. 232.

NOTES.—With four Spades to the 9, we see no justification for the trump lead. Trick 6.—Z knows that his partner has the D Kn, and he can thus get in his Clubs. A ought not to have led out the Kg, to clear his adversaries' suit. This is a somewhat easy coup, but the young players may consider for themselves how often such chances occur, and how often the chance is missed. If the reader desires further to moralise, let him try to place himself in A's position. His right hand adversary's suit is Hearts, of which he has Ace Knave, the major tenace; his left hand adversary's suit is Clubs, of which he has the best, and his partner has told him, by his discard at trick 5, that his suit is Spades. A dashes all these advantages to the ground, and comes to utter grief.

HAND No. 233.

NOTE.—This hand is curious; it is also illustrative of an inability—very prevalent here—to resist weakness, and count thirteen. *Vide* Trick 2, the lead of the single Kg., and Trick 10, the finesse of the Trump.

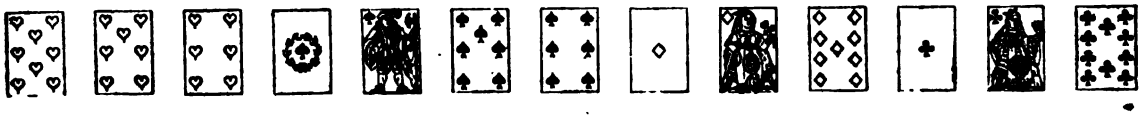
No. 116.—DOUBLE DUMMY PROBLEM,

By MR. F. H. LEWIS.

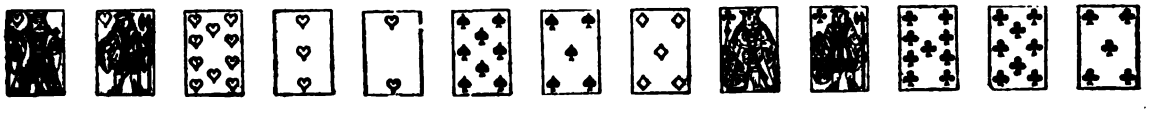
A's HAND.

X's HAND.

B's HAND.



Z's HAND.



Spades trumps. A to lead. How many tricks do A and B make?

LICENCED HOUSES—STOCK EXCHANGE.

"Gamesters for whole patrimonies play;
The steward brings the deeds which must convey
The whole estate." DRYDEN.

IN a Notice to Correspondents in the *Field*, of the 13th ult., appeared the following:—

"COAL EXCHANGE.—You would not be breaking the law by hiring a private room at an hotel for the purposes of a Whist Club."

As this seems to us bad law, we think it right to call attention to the subject, for fear some of our readers should unwittingly break the law. The risk of playing in a licensed house is, that the players may be summoned before a bench of magistrates who are not card players; and as the belief is current that all card play is gambling in its worst form, they would probably have a lecture inflicted upon them, and be held up to the world as very bad and wicked men. As we understand the law, the police have a right to enter any room in a licensed house, and if gambling at cards or billiards is going on, they can take the names of the players and any other person in the room, and summon them before the magistrates. If the players are known to the police, or if they give their correct names and addresses, this is all that the police can legally do; but if the persons present refuse their names, the police could take them to the police station. This is so far as the players and visitors are concerned; but then comes in the question of the proprietor of the house. Sec. 17 of the last Licensing Act is as follows:—

"PENALTY FOR PERMITTING GAMING.—If any licensed person suffers any gaming or any unlawful game to be carried on on his premises . . . . he shall be liable to a penalty not exceeding, for the first offence, £10; and not exceeding, for the second or any subsequent offence, £20.

"Any conviction for an offence under this section shall, unless the convicting magistrates otherwise direct, be recorded on the licence of the person convicted."

This is a very severe penalty to the holder of a licence, and therefore it behoves visitors and hotel proprietors to be careful. The writer in the *Field* (obviously a layman) speaks as if law and common sense were synonymous terms. He will do well to consider, that the laws governing gaming and public houses are seldom founded on common sense. There is no nation under the sun that ever treated this subject as men of the world. The publican's have, to some extent, taken care of themselves here, by using their political power; but notwithstanding this, they are subject to indignities to which no class in a free country ought to submit tamely. Billiards is a lawful game, yet when played in a public house, for money, it is unlawful.

A publican who plays in his own room at 3d points is subject to the penalty above quoted, and the case actually occurred under the old licencing act. Patten v. Rhymer, 29 L. J., in which the court upheld the conviction. There are few publicans that do not run the risk of being caught in the meshes of this Act. How few men play at Billiards for love; yet to play for 6d makes the game gambling, and, therefore, unlawful. Look at our visitors at Scarborough in the season: they take a private room; they say, this is my castle; here I do as I like; yet they are exactly in the same position as any other gambler in a licensed house, *i.e.* the police can enter their private room. The *Field* writer could not conceive the legislature should commit such follies. They make the publican find accommodation for travellers, and yet they will not permit the traveller to do in his own private room the very same act that they permit him to do in his own house or club, and they visit the visitors' sins on the publican. The Old Westminster Chess Club always had rooms in a licenced house, but one day a worthy man (whose name is known to us), and who had been one of the worst delinquents as regards sitting up, informed the authorities at Scotland Yard that card playing for money took place in their rooms. Happy man! To be an informer. The object of contempt of ones' fellows must give some satisfaction. Revenge is sweet, and he has his reward. The Club's rent was £260 per annum. The proprietor had no right to enter the Club rooms. He had no right to know what took place in those rooms. The club had existed since 1862. Its president was for many years one of our London magistrates, and yet, on receipt of information from Scotland Yard, that proceedings would be taken against the landlord, the club was forced to give way. The club was broken up, and private rooms had to be taken in a non-licenced house.. One little piece of practical knowledge is better than all the theory in the world. With our London magistrates (except Mr. Knox, whose views and actions no one can predicate), the risk to the members was nothing, but, for the sake of the landlord, there clearly was no other course open to the club. It is true that in a case brought up from Worcester last week, Bosley v. Davis, some doubt is thrown on our version of the law, but we think it will be found that the confusion in the matter rests on the fact that in their conviction the magistrates jumbled up together the 1st and 2nd sub sections of the Licencing Act and the Betting Act, instead of keeping to the 1st sub section of the Licencing Act alone, above set forth, and also the point is left in doubt whether the card playing took place to the knowledge of the proprietor of the Hotel. The word "knowingly" in the old act is omitted in this; however, the fact remains that

the magistrates convicted. The landlord may have a right to prove that he had no notice of the gaming, but could it be successfully contended that, if he let his rooms to a Whist Club, that he did not know the members would play for money. He must be answerable for the consequences of his acts. We live in an age of cant and humbug. We imagine that card playing is gambling. There is no reason whatever why card play should be accompanied by gambling, but, in the eyes of the law, the country Squire and Parson, who play their shilling points, are gamblers. The old French law made the question gambling or not depend on a man's means, and in their view, as in ours, the parson playing his shilling points is not a gambler. Those immaculate individuals who throw in for £10,000 in the Stock Exchange are not gamblers. There is no doubt about the injury to the public occasioned at the present time by the excessive amount of speculation in the City. Merchants, whose business was formerly to buy in one market and sell in another, at a higher price, find that the old profits are not to be obtained. They live at the same rate that they did when the profits were made, and in order to meet the deficiencies they gamble at the Stock Exchange. But mamma and papa, in the Country, know nothing of these things; all they know is that A or B gamble, and they take it for granted that this means playing at cards for shilling points; yet we have known men who would gamble on the Stock Exchange, for £10,000, refuse to play for £2 bets at Whist. In former times it was the man of the greatest intellect that took the lead. Now the Stock Exchange is our Golden Calf, and we bow down and worship it. Who may be the man that bells the cat in this institution we know not, but whoever he his, A begins to sell, and the rest follow like a flock of sheep. They say this stock is bad, and thereupon all begin to sell; and by mere force of selling they create the panic they desire, and the poor holders are frightened out of their wits, and sacrifice their hard-earned money. But, then, have we not a press? Do we not glory in our free press? Do not the writers in these journals try to steady the people, and allay the alarm? Sampson used to do so. He may have been as bad as he was painted, but, in his time at any rate, there was a man with a head and a nerve, and now there is none. And some of the papers, be it said to their shame and disgrace, use their power for the very purpose of running down stock. A is a speculator, he sells largely stock B; he tells his friends to do the same: the ball is set rolling. The Stock Exchange follows suit, and, thereupon, comes forward a rumour that there is something wrong with B stock, and this is followed by a stinging article against B stock, written by A or his satellites, in his own organ, and the coup is brought about. Gambling this? aye! But gambling with cogged dice! That all our press (rotten and dishonest as we believe it to be,) acts in this way, we do not assert, but the wit and go is all on one side, with dullness and incompetency on the other. Gambling at the table is nearly a thing of the past. Gambling at cards has not, in our judgment, increased since Dryden's time. Both these sorts of gambling were fair. The profit of the table we knew: the skill of the Whist players we knew; but, in the gambling on the Stock Exchange, the table profit is often unknown; whilst the brokerage is certain. The difference between the buying and selling price is uncertain. Yet this gambling goes on increasing year by year, by giant strides, and we have no journalist equal to the occasion, to enlighten the public as to the schemes brought forward, even when it is a pure question of geography, size, and resources of a country, or of mechanical science. Wise, indeed, they are after the event. No one now can say anything in favour of Honduras, or Paraguay, or Turkey. The critics say: "Every one knew!" But why did no one in the press write what they knew? Why wait until the smash comes; and when it came, why try to make the matter worse, except for the benefit of the operators?

THE DISCARD.

THE following very valuable article has appeared in *The Field* from the pen of Cavendish :—

THE PRINCIPLES OF DISCARDING.

SIR,—The old system of discarding, though unscientific, had at least the merit of extreme simplicity. It was just this: when not able to follow suit, let your first discard be from your weakest suit. Your partner in his subsequent leads is thus directed to your strong suit, and will refrain from leading the suit in which, by your original discard, you have told him you are weak.

Several years ago, some whist enthusiasts, amongst whom were "Mogul" and myself, played a number of experimental rubbers, the cards of each hand being recorded as they were played, and the play being freely discussed afterwards. In the course of discussion, it was observed, first I think by "Mogul," that in several hands the discard from a weak suit, when the adversaries had evidently in their hands the command of trumps, had resulted very disastrously. This caused us to consider whether the weak suits should not be protected under these circumstances, and we finally came to the conclusion that discards should be divided into two classes, viz. *ordinary discards* and *forced discards*. These I proceed to distinguish.

The reason a weak suit is chosen for the discard is that, when a strong suit is broken into, the number of long cards which might be brought in, if the suit is ever established, are lessened, and so many potential tricks are consequently lost. But little harm, certainly none of this kind of harm, is done by throwing away from a weak suit—in other words, from a suit that can never be brought in. But when the adversaries have declared great strength in trumps, the chance of bringing in a suit is reduced to a minimum. The small cards of your long suit are valueless to you, on the assumption that you can never bring it in. That suit will protect itself, so far as its high cards are concerned; but the weak suits require protection. Thus, by guarding honours, or by keeping four cards to a ten or a nine, a trick is often won, or the establishment of

an adverse suit prevented. It was this point, indeed, which first led us to condemn the invariable weak suit discard; the remark was frequently made, "I was obliged to deceive you there, partner, and to throw my long suit, in order to keep my king guarded in another suit." This, of course, when the game was in danger. Honours in weak suits may be freely unguarded by the players who have strong trump hands, but the guards should be religiously preserved by those who are weak.

Our discussions resulted in our laying down the following rule for our own guidance, viz.: *When you see from the fall of the cards that there is no probability of bringing in your own or your partner's long suit, discard originally from your best-protected suit.* This I may call the foundation of the modern system of discarding; it has been adopted by all the best players with whom I am acquainted.

For the sake of having a short and easily remembered rule, however, it is the fashion to say, "Discard originally from your strong suit when the adversaries lead trumps." No doubt you will be right in your discard in most cases, but this aphorism does not truly express the conditions. Two cases which have lately occurred (with players really above the average, and who adopt the modern system) in which the discard was misunderstood will, I think, be of interest, and will show clearly the consideration that should influence both the discarder and the discardee.

In the first place I assume that the discard from strength is adopted by A and B (partners), and that they have confidence in each other, so that when trumps are declared against them each will give his partner credit for *strength* in the suit from which he originally threw away. This, of course, materially affects the subsequent leads. A or B (unless he has a very strong suit of his own) will probably select for his lead the suit which his partner first discarded, *i.e.*, in which he has shown strength.

B deals, and turns up the eight of clubs. Z (original leader) plays a club, A (second player) follows suit, Y puts on ace, B plays king. This shows that B has the sequence from the king to the eight in trumps, and therefore that, though the opponents have led trumps, they have anything but the command of the suit. Y returns the tramp, B wins the trick, A has no more trumps, and, because the adversaries are leading trumps, discards from his strong suit! B (a very good player) draws all the trumps, and, having no particular strength of his own, refrains from leading the suit originally discarded by A, the consequence being the loss of several tricks. Of course, A's play was like the talking of a parrot. He had heard somehow that he should discard from his strong suit on an adverse trump lead, and he said his lesson *machinalement*, without taking the trouble to use his judgment, if he had any. True there was an adverse trump lead, but there was also a demonstration of great strength in trumps in his partner's hand. So far from A's chance of bringing in a suit being *nil*, he had a very good chance, aided by his partner's trumps. He should have played on the offensive, not on the defensive, and have discarded his weak suit, just as though his partner had made the original trump lead.

The other case is less easy. AB again partners against YZ; AB start off with trumps, and they draw all the trumps but one, viz., the knave, one other smaller one being in, and they then open a strong suit, in which they make several tricks. At this period of the hand it is necessary, in order to save the game, that Y should hold the knave of trumps. Z, therefore is bound to place that card in his partner's hand. There being but one smaller trump in, Z should give the command of trumps to Y, notwithstanding that AB led them originally. Z now (trick 6) has the lead for the first time, and Y has to make his first discard. Y discards from his weak suit because he has the command of trumps. Z, mistaking the character of the discard, concludes (the adversaries having led trumps originally) that it is a discard from a strong suit, and leads it immediately. Y gets forced, and, though he and his partner have the entire command of the fourth suit, they never bring it in.

The conclusion I have arrived at from these and similar instances which I have from time to time noticed is, that the modern system of discarding requires so much judgment in its application as to be rather a stumbling block than an assistance to the ordinary run of players. This is a pity, as there can be no doubt but that the classing of discards into ordinary and forced is sound in principle, and adds beauty to the game. I have been prompted to write this letter in hopes of seeing this classification more generally adopted, and its limitations more distinctly served and acted on.

CAVENDISH.

The views of the writer are very much in accord with our remarks on the same subject in Vol. VII. p. 56, and elsewhere, and his remarks on the same subject in the last edition of his work on Whist. The principle is to discard from your weakest suit. But the discard must be governed by the question, "Is it your partner, or your adversary who is playing the strong game?" If the former, you play also for a strong game. If the latter, you must play a protective game. So far we are agreed, but Cavendish carries us to the logical deduction from these premises. Thus: if A and B are playing a strong game, and Z, knowing the fact, acts on this principle, when X gets in he is not to attack the suit from which Z has not discarded, as would be the ordinary rule, but rather the suit from which he has discarded. The subject is difficult when we get out of the beaten track. When we are playing a protective game, the discard of the one partner is often influenced by the discard of the other, and if the player acts on the suggestion of Cavendish, he must be very careful about his partner; for, as your course of action is difficult, so is it more probable that your partner will fail to understand your tactics, and you run more than the ordinary risk of a scolding.

FINE WHIST.

To the Editor of the WESTMINSTER PAPERS.

DEAR SIR,—Can you spare me a corner for the following: I led, originally, Diamond 2. My partner, third hand, having King, 9, 4, 3, played the 9, which drew the Ace. At the end of the hand partner said, he thought we had got the best of that hand. I replied, I thought we had, but, asking for information only, might I enquire why he finessed so deeply? "Finessed, what do you mean?" Why, you put on the 9, having the King in your hand. "Put on the King, not if I know it. I don't put on the King before the Ace is out; I think I know Whist better than that." I collapsed. Later in the hand I led Club Knave (the best); my partner had no Club, but the thirteenth trump, and he put it on. At the end of the hand my partner said, he thought "we had done very well," to which I replied, if you had not trumped my winning Club, I could have brought in three more Clubs. "Oh!" said my partner, "I always make it a rule to trump everything under a Queen, and I find it answers to do so."

Yours truly, M.

Φαντασμάτων δὲ τα ε νοσεῖς ποίων ὑπο ΟΡΕΣΤΕΣ

"Urged by what apparitions do you rave thus?"

To the Editor of THE WESTMINSTER PAPERS.

SIR,—I believe "Blue Peter"* was invented at the Portland—the lead of the lowest card but one with a suit of five at the County. It has been reserved for our Club to inaugurate and establish raving. So general has become the contagion, that we all rave, more or less. Our chief raver—who ought to be the wisest amongst us—displays his skill in this respect sometimes to a fearful extent. It is an astounding spectacle to behold him, after storming at the completion of a game, his face so purple and swollen that it seems almost impossible that he should not burst somewhere. Folding his arms, he maliciously surveys his partner, and enquires, "Supposing you are right, could we have saved the game?" Answer this! Should his partner—a raver of lesser degree—venture to reply, "We could," another outbreak is sure to follow, which, unless the rubber happen to be ended, is suddenly renewed during the play of the next hand. No remonstrance can stop this man—rave he must and will. That is inevitable. It is a curious fact that we have also a Major of something (not canoes) in our Club. He is rather a subdued, bitter, raver—in the nagging style. Of the two, I prefer the chief, for at times he is humorous. The Major raves never. He simply nags, and aggravates both his partner and opponents to an extent almost unendurable. He generally holds cards good enough to win the game; and his ingenuity is not unfrequently tested as to how not to win. He sometimes succeeds, however, and then recrimination begins in the following form:—"Didn't you see my Peter?" Reply—"If you wanted to lead trumps, why not do so when you had the lead?" Answer—"I never had the lead; and, if I had, I wanted a lead through." "What! with six trumps and two honours?" "Of course, I did"; and so on. Then we have a surly, scowling raver. There can be no mistake about his character. He scowls, frowns, knits his brow, tosses his head, and sometimes—though rarely—condescends to smile. He does not rave violently, but viciously; and discourses in the following strain:—"Couldn't you lead me a Club?" "You saw I had discarded a Spade." "Well, if you did, my suit was Spades—a better suit, I think, than yours." Answer—"Never mind that: I wanted a Club, and you ought to have led it. Never saw such play."

Next follows the excitable raver. He drops his cards, springs from his seat, shouts; talks volubly in such English as he can command. He knows nothing ot Whist, and is, I believe, conscious of this defect, but the contagion has been too much for his excitable nature. In addition to these amiable characters, we have generally the advantage of a chorus of bystanding ravers, all shouting simultaneously—some interested in bets, others not. But all appear equally excited, and keep up such a persistent, frightful din, as would not be tolerated in any other Club, or place, than ours. I lately caught the quietest and mildest of our players joining in this general hubbub,—I believe quite unconsciously, as, on my remonstrating with him, he simply said, he "didn't."

Now, can nothing be done to prevent this intolerable nuisance? It would not be borne by any other society of gentlemen in England, why should it be tolerated by us? If a stranger be present, he is first frightened, then disgusted, and eventually leaves the room wondering.

Once in every year a festival is held at Hanwell Lunatic Asylum. Some time since I had the honour to receive an invitation. The amusements were very varied, card playing was popular. I played rubber after rubber there without hearing so much as a murmur, and certainly nothing approaching a rave. What would these poor lunatics think, could they be transported amongst us on a regular field day, when our chief, the military member, and the scowler are in full force.

I am, Sir, your obedient Servant,

BRISTOL CLUB. MACHAON.
12th November 1875.

[We publish Machaon's letter. He is an old correspondent, and an accurate observer; but we confess we are sorry that he has written, and that we cannot, in justice to him, exclude his letter from our columns, for the subject is nauseating. From Central Africa to John o' Groat's, and down to Bristol (not Clifton mind), we have the same reports; the same want of breeding; the acts of madmen, or the lowest brutes; and it would seem we are powerless. We "kick against the pricks," and our toes are hurt, but the noisy, quarrelsome Whist players' withers are unwrung. These Whist players have no conscience, and, like our corporation, have nothing to be kicked. We give up, in sheer despair. There is not a struggle left in us.—*Ed. W. P.*]

* We gave, in these columns, Vol. I., p. 105, an example of the Natural Peter, which occurred in play to Cam, in the year 1841.

ECARTÉ.

Calculation for Leader—*continued.*

X.—Two trumps, King of a suit, Knave of another, 7 of the remaining suit.

Case calculated Clubs trumps ; ; ; ; ; Leads

Possible hands for D			L wins	D wins
Three or more trumps		See table		2,206
2 T 3 C		$\frac{5\cdot4}{2} \times \frac{7\cdot6\cdot5}{2\cdot3}$		350
2 T 2 C	1 of above 14 cards (any A or B)	$\frac{5\cdot4}{2} \times \frac{7\cdot6}{2} \times 14$		2,940
2 T 1 C	2 of above 14 cards	$\frac{5\cdot4}{2} \times 7 \times \frac{14\cdot13}{2}$		6,370
2 T	K and Q B 1 of above 12 cards (low B any A)	$\frac{5\cdot4}{2} \times \frac{2\cdot1}{2} \times 12$		120
2 T	K or Q B 2 of above 12 cards	$\frac{5\cdot4}{2} \times 2 \times \frac{12\cdot11}{2}$		1,320
2 T	3 of above 12 cards	$\frac{5\cdot4}{2} \times \frac{12\cdot11\cdot10}{2\cdot3}$	2,200	
1 T 4 C		$5 \times \frac{7\cdot6\cdot5\cdot4}{2\cdot3\cdot4}$	175	
1 T 3 C K or Q B		$5 \times \frac{7\cdot6\cdot5}{2\cdot3} \times 2$		350
1 T 3 C	1 of above 12 cards	$5 \times \frac{7\cdot6\cdot5}{2\cdot3} \times 12$	2,100	
1 T 2 C K and Q B		$5 \times \frac{7\cdot6}{2} \times \frac{2\cdot1}{2}$		105
1 T 2 C K or Q B	1 of above 12 cards	$5 \times \frac{7\cdot6}{2} \times 2 \times 12$		2,520
1 T 2 C	2 of above 12 cards	$5 \times \frac{7\cdot6}{2} \times \frac{12\cdot11}{2}$	6,930	
1 T 1 C; K and Q B	1 of above 12 cards	$5 \times 7 \times \frac{2\cdot1}{2} \times 12$		420
1 T 1 C; K or Q B	2 of above 12 cards	$5 \times 7 \times 2 \times \frac{12\cdot11}{2}$		4,620
1 T 1 C	3 of above 12 cards	$5 \times 7 \times \frac{12\cdot11\cdot10}{2\cdot3}$	7,700	
1 T	K and Q B 2 of above 12 cards	$5 \times \frac{2\cdot1}{2} \times \frac{12\cdot11}{2}$	330	
1 T	K or Q B 3 of above 12 cards	$5 \times 2 \times \frac{12\cdot11\cdot10}{2\cdot3}$	2,200	
1 T	4 of above 12 cards	$5 \times \frac{12\cdot11\cdot10\cdot9}{2\cdot3\cdot4}$	2,475	
No trumps		See table	20,349	
			44,459	21,321

XI.—Two trumps, King of a suit, Ace of another, 9 of the third.

Case calculated Clubs trumps ; ; ; ; ; Leads

Possible hands for D			L wins	D wins
Three or more trumps		See table		2,206
2 T 3 of above 13 cards (any A low B low C)		$\frac{5\cdot4}{2} \times \frac{13\cdot12\cdot11}{2\cdot3}$	2,860	
2 T 2 of above 13 cards	1 winning B or C	$\frac{5\cdot4}{2} \times \frac{13\cdot12}{2} \times 8$		6,240
2 T 1 of above 13 cards	2 winning B or C	$\frac{5\cdot4}{2} \times 13 \times \frac{8\cdot7}{2}$		3,640
2 T	3 winning B or C	$\frac{5\cdot4}{2} \times \frac{8\cdot7\cdot6}{2\cdot3}$		560
1 T 4 of above 13 cards		$5 \times \frac{13\cdot12\cdot11\cdot10}{2\cdot3\cdot4}$	3,575	
1 T 3 of above 13 cards	1 winning B or C	$5 \times \frac{13\cdot12\cdot11}{2\cdot3} \times 8$	11,440	
1 T 2 of above 13 cards	2 winning B	$5 \times \frac{13\cdot12}{2} \times \frac{3\cdot2}{2}$	1,170	
1 T 2 of above 13 cards	2 winning C	$5 \times \frac{13\cdot12}{2} \times \frac{5\cdot4}{2}$	3,900	

1 T 2 of above 13 cards 1 winning B 1 winning C	$5 \times \frac{13 \cdot 12}{2} \times 3 \times 5$		5,850
1 T 1 of above 13 cards 3 winning B	$5 \times 13 \times \frac{3 \cdot 2 \cdot 1}{2 \cdot 3}$	65	
1 T 1 of above 13 cards 2 winning B 1 winning C	$5 \times 13 \times \frac{3 \cdot 2}{2} \times 5$		975
1 T 1 of above 13 cards 1 winning B 2 winning C	$5 \times 13 \times 3 \times \frac{5 \cdot 4}{2}$		1,950
1 T 1 of above 13 cards 3 winning C	$5 \times 13 \times \frac{5 \cdot 4 \cdot 3}{2 \cdot 3}$	650	
1 T 3 winning B 1 winning C	$5 \times \frac{3 \cdot 2 \cdot 1}{2 \cdot 3} \times 5$		25
1 T 2 winning B 2 winning C	$5 \times \frac{3 \cdot 2}{2} \times \frac{5 \cdot 4}{2}$		150
1 T 1 winning B 3 winning C	$5 \times 3 \times \frac{5 \cdot 4 \cdot 3}{2 \cdot 3}$		150
1 T 4 winning C	$5 \times \frac{5 \cdot 4 \cdot 3 \cdot 2}{2 \cdot 3 \cdot 4}$	25	
No trump	See table	20,349	
		44,034	21,746

XII.—Two trumps, King of a suit, 10 in each of the others.

Case calculated Spades trumps ; ; ; ; Leads

		L wins	D wins
Possible hands for D			
Three or more trumps	See table		2,206
2 T 3 of above 13 cards (any A low B low C)	$\frac{5 \cdot 4}{2} \times \frac{13 \cdot 12 \cdot 11}{2 \cdot 3}$	2,860	
2 T 2 of above 13 cards 1 higher B or C	$\frac{5 \cdot 4}{2} \times \frac{13 \cdot 12}{2} \times 8$		6,240
2 T 1 of above 13 cards 2 higher B or C	$\frac{5 \cdot 4}{2} \times 13 \times \frac{8 \cdot 7}{2}$		3,640
2 T 3 higher B or C	$\frac{5 \cdot 4}{2} \times \frac{8 \cdot 7 \cdot 6}{2 \cdot 3}$		560
1 T 4 of above 13 cards	$5 \times \frac{13 \cdot 12 \cdot 11 \cdot 10}{2 \cdot 3 \cdot 4}$	3,575	
1 T 3 of above 13 cards 1 higher B or C	$5 \times \frac{13 \cdot 12 \cdot 11}{2 \cdot 3} \times 8$	11,440	
1 T 2 of above 13 cards 2 higher B	$5 \times \frac{13 \cdot 12}{2} \times \frac{4 \cdot 3}{2}$	2,340	
1 T 2 of above 13 cards 2 winning C	$5 \times \frac{13 \cdot 12}{2} \times \frac{4 \cdot 3}{2}$	2,340	
1 T 2 of above 13 cards 1 higher B 1 winning C	$5 \times \frac{13 \cdot 12}{2} \times 4 \times 4$		6,240
1 T 1 of above 13 cards 3 higher B	$5 \times 13 \times \frac{4 \cdot 3 \cdot 2}{2 \cdot 3}$	260	
1 T 1 of above 13 cards 2 higher B 1 winning C	$5 \times 13 \times \frac{4 \cdot 3}{2} \times 4$		1,560
1 T 1 of above 13 cards 1 higher B 2 winning C	$5 \times 13 \times 4 \times \frac{4 \cdot 3}{2}$		1,560
1 T 1 of above 13 cards 3 winning C	$5 \times 13 \times \frac{4 \cdot 3 \cdot 2}{2 \cdot 3}$	260	
1 T 4 higher B	$5 \times \frac{4 \cdot 3 \cdot 2 \cdot 1}{2 \cdot 3 \cdot 4}$	5	
1 T 3 higher B 1 winning C	$5 \times \frac{4 \cdot 3 \cdot 2}{2 \cdot 3} \times 4$		80
1 T 2 higher B 2 winning C	$5 \times \frac{4 \cdot 3}{2} \times \frac{4 \cdot 3}{2}$		180
1 T 1 higher B 3 winning C	$5 \times 4 \times \frac{4 \cdot 3 \cdot 2}{2 \cdot 3}$		80
1 T 4 winning C	$5 \times \frac{4 \cdot 3 \cdot 2 \cdot 1}{2 \cdot 3 \cdot 4}$	5	
No trump	See table	20,349	
		43,434	22,346

CAVENDISH ON SIXTY-SIX.

To the Editor of THE WESTMINSTER PAPERS.

DEAR MR. EDITOR,—De la Rue & Co., whose cards most of us have used, have just published a Pocket Guide to Sixty-six, by Cavendish. That high authority came down to my little place, specially to try a game or two with me, and to come to some agreement as to the rules. The game is just now growing very fashion-

able, and, when played with rigour, is most enjoyable for skilful and daring players. To me it seems that Cavendish's code takes the backbone out of it, and leaves it utterly lifeless.

1. I object to using the word *marriages* for the twenties and forties of the game.

2. "The non-dealer cannot declare" a twenty or forty "when he leads his first card." A gross mistake, and most destructive of good play. Suppose the non-dealer leads with a forty, and the dealer puts on ace or ten, and shuts up (Cavendish prefers to say "closes"), a most exciting game may ensue.

3. *Last six tricks.*—"It is not compulsory to win the trick:" but it *is* compulsory to trump if you cannot follow suit. This leads to charming bits of finesse.

4. "*Addition of ten for the twelfth trick.*"—A most ridiculous idea, demolishing some of the subtlest play. A may be able to get to 65 on the last trick; B, unable to win the game, may be able to make it "Love all," in which case the last dealer must deal again. If ten is thrown in for the final trick, this bit of strategy is lost.

5. "*The game is seven points up.*"—It is NINE, and for an obvious reason. By a successful shut up you may win three, and three such shuts up are game. This I have done myself, many a time.

6. "*The points may be scored as at Long Whist.*"—They are scored with cards, by a five and a four, or a six and a three.

7. "*It will be observed that the player first correctly announcing sixty-six wins, not the one first arriving at sixty-six.*"—This is a puzzler. Suppose I am second hand, and have a forty and ten of trumps, and a twenty, can I announce sixty-six, having a possible seventy? My opponent may shut up, lead ace, and bring out a suit which I am obliged to follow.

8. "He may close *after winning a trick.*"—This deprives the game of one of its most lively varieties. Nothing is more amusing than to shut up on the cards dealt you. With ace, ten, and a twenty, or with ten alone and a forty, your chance is good; but your opponent, in either case, may be too strong for you.

9. A rule on p. 9, on shutting up, too long to quote, is entirely wrong. Briefly, if you shut up and do not win, you forfeit two points in addition to your natural loss. The amusement of the game mainly depends on the risk of shutting up, a dashing manœuvre that is very like a cavalry charge.

The game is a fashion for the moment, and is certainly, played as it should be, a pleasant affair for winter evenings. Cavendish is a high authority on cards. But, in this case, I hold that he is wrong in many points, more indeed than I have named, for fear of editorial exclusion; and I protest against a code of rules that would take all the spirit and subtlety out of a really brilliant game.

MORTIMER COLLINS.

P.S.—Ladies who have not learnt Sixty-six, may like to know that it is a charming game for flirtation. The Knaves, on properly printed Sixty-six cards, are all Cupids.

DRAMATIC NOTES.

WE have a recollection of being compared, by an irreverent critic, to the fly on the wheel, the comparison being suggested to the mind of the writer by the fact of our having rejoiced at the carrying out of certain reforms in stage matters which had been advocated in these columns. The insinuation was groundless, because it is quite possible for an individual to be pleased that matters are going the way he wishes without claiming any share in the action which moves them. What we may say, without fear of contradiction, is that, five years ago, we were absolutely alone in contending for the rectification of many abuses which are now recognised and attempted to be remedied in more influential quarters, and in advocating principles which, contemptuously repudiated then, are now much admired. It is not so long ago that criticism of a new play meant praise of a new play and all concerned in it; but at this moment our critics err rather in the opposite direction, and in their Olympian censure make no allowances for the unavoidable imperfections of humanity. We have urged very often, so often indeed as to try the patience of our readers, that prominent newspapers should pay for the seats occupied by their critics, or, at least, that they should limit the rights of free admission to the critic himself. In 1869 nobody would have been found to second this proposition in print; in 1875 it is not only put forward, but the *World* announces that its critic will pay for his seat, and hints that the *Times* intends to do likewise. The latter part of the announcement is doubtful, and as to the *World* itself, it is possible (all things are possible) that its advertised honesty is merely a mask, just as some people declare that the writers of its city article net their thousands a week. We prefer, however, to believe the *World*, and congratulate it, without reserve, in

setting an example that every journal should follow. There should be no difficulty in so doing, for honesty in dramatic criticism has rapidly become the fashion, and will thrive, though much exposed to temptation from the too familiar intercourse of actors, authors and critics. The dangerous association and friendship promoted by the clubs, which spring up on all sides, must, as we urged a year ago (Nov. 1874), have a demoralising effect in free criticism. It is idle to say, as the *Hornet* of 25th November says, in a well written article, that a man's self respect will not allow him to be amenable to "bribes or blandishment." Of course, he cannot be bribed, nor can he be "blandished" in set form. The blandishment that takes effect on him springs from human nature, and is a hidden feeling, that makes it impossible for him to pull a man to pieces in print in the morning and dine with him amicably in the afternoon. No friendship would stand a constant strain of this sort, and the only remedy is that the two classes should mix as little as possible.

But honesty, of primary importance though it may be in criticism, cannot run alone. It must be accompanied by capacity and knowledge, and there is some fear that in the number of new critics springing up there is a want of information about the stage. A classical education, a thorough knowledge of French, and a talent for investigating the motives of Shakspearian characters, are good in themselves, but are not special qualifications for criticism. A critic should know something of the history of the London stage for at least ten years back, and he should know a little also of the previous doings of the performers whom he is called upon to praise or blame. To write, for instance, that such and such a part was "acted by a Mr. Smith, who is new to us, in a creditable manner," is rather hard on poor Smith, who may have been steadily working up his way from obscurity for some years, and who might reasonably expect that a critic should have paid some attention to his career. Until a week ago, the critics who now laud the Wolsey of Phelps to the skies, said he was a comic actor only. Of the critics who gave deserved praise to *All for Her*, how many have pointed out that the last scene is almost identical with the finish of the *Dead Heart*. The most venerable farces (*Short and Sweet* for instance) have been known to be criticised as new productions. It is a pleasure to find critics who combine knowledge, capacity, and impartiality; and of such, we think, is the gentleman, of whose name we are entirely ignorant, who has "done" for the *Hornet* since the retirement of the late editor. The occasional criticisms of the *Saturday Review* betray a sad want of information, and the weak satire is long drawn out. The critic of the *Athenæum* is totally devoid of sympathy as regards the English stage, and over effusive in his love for the French. The worst criticisms published on dramatic matters in London are those which have recently appeared in the *Times*, which yet devotes much space and big type to the *premieres* of Paris. The writer for the *Daily News* is straightforward and practical, and the young lion of the *Telegraph* roars with much effect, except when his hysterics come upon him, and cause him to write foolish things. What can we think of a critic who, in reviewing *Masks and Faces*, in the *Telegraph*, comes to the conclusion that the significance of the applause given to Messrs. Taylor and Reade was the desire of the audience that they should set to work and write a new play. This is a psychological study of a clapping of hands and stamping of feet. Much allowance, no doubt, must be made for the daily critics, who write in hot haste for the next morning's issue. It is commonly pointed out that neither a play nor the players are fairly judged by a first night performance, and the nervousness and inexperience incidental to it; and it has been suggested that critics should go later, and reserve their criticisms for a week or so. But the love for first nights is too keen with the public, from stalls to gallery, to allow the critics to absent themselves from the excitement. We have so seldom had to chronicle the production of a new play in London of late, that a real first night scene is rather rare. But they make up for this in Paris, and afford the *Times* opportunities of giving elaborate criticisms of Parisian *premieres* in advance of the Paris journals. What would in London be considered beneath notice is, when happening in Paris, reported with splendour. Thus *La Venus de Gordes*, to which the *Times* gave a column, is a melodrama which would not have been reviewed at all in London, as it could only have been brought out at a transpontine theatre. And if *Kean*, with its inaccuracy of costume and absurdity of situations, had been produced in London, it would have been vigorously damned, with the moral of how much better they do these things in Paris.

Again we have a month without a new play, with the exception of *Buckingham*, produced too late for review, on the 29th. There have been, however, revivals of importance, as *Rip Van Winkle*, with Mr. Jefferson, at the Princess's; *Masks and Faces*, at the Prince of Wales's, and *Henry VIII.*, with Mr. Phelps as Wolsey, at the Gaiety Saturday afternoons. With regard to the latter, it may be said that the slovenly and unfinished state in which the first performance was given would have disgraced a country barn. Mr. Phelps was nearly all that could be wished; Mr. Clayton was vigorous, but not quite so original as usual, and the ubiquitous Mr. Harcourt showed to much advantage as Buckingham; but the general effect of the performance was disgust and depression. It is curious to reflect that, twenty years ago, Mr. Phelps might have produced *Henry VIII.* with an efficient company, and carefully rehearsed, and produced it to empty benches; but now, when increasing years have damped his fire, and made his utterance feeble, and the majority of his companions are worse than useless; when, in fact, the whole performance is simply bad, the Gaiety is crowded from floor to ceiling. Mr. Jefferson re-appears after a ten years' absence, and a renewal of his acquaintance reminds us that the interval has much improved the London stage. In 1866, *Rip Van Winkle* was about the only entertainment worth a visit: in 1875, it forms one of many worthy entertainments. Rip, himself, is unchanged, and the last act is a miracle of unforced pathos; but it may not be disrespectful to insinuate that

the first act drags just a little, owing to the continual harping on one string—drink. Simplicity and of unforcedness are about the last things that can be said to characterise *Masks and Faces* at the Prince of Wales's. Mrs. Bancroft and Miss Terry are natural and unconventional, of course, but the rest of the performers seem weighed down by a formality and restraint that has unfortunately become the regular atmosphere at this Theatre. The audience sit as if it were a Bible Meeting they were attending, with Mr. Archer as the chairman; the performers seem to require the proverbial pin to arouse them. This may be consistent with a proper decorum, but it totally destroys the pleasure of seeing *Masks and Faces*. The management, perhaps, wish to show us the result of extremes. When *Masks and Faces* used to be performed at the Adelphi, those who saw it there will recollect the slovenliness of the scenery, and the vulgarity of some of the actors. At the Prince of Wales's, the scenery and costumes are beautiful, and the actors are most elegant and well behaved, and yet the play seems to have fallen between the two stools.

Our monthly report from the opera-bouffe establishments is very satisfactory. The Philharmonic collapsed early in the month, but has opened again, under new management, with *Madame Angot*. *Les Brigands* at the Globe, has given place to *Blue Beard*, a much more diverting entertainment. At the Royalty, the bill has also been changed to *Madame Angot*, and it may be noticed that whenever these ventures are in a bad way, *Madame Angot* is put up. At the Park Theatre, *Genevieve de Brabant* has, "in spite of its great success," been shunted for *Chilperic*, in its turn, probably, to be removed to make way for *Madame Angot*. Perhaps the strangest incident of the month has been the extensive advertisment of a once popular actress, not to perform herself, but to superintend the production of a play. The dead walls have been placarded with the name of Miss Amy Sedgwick, and the *Unequal Match*, in large letters, and only a close inspection reveals the fact that the lady is not to act in the play, but to show some other lady how to do it. This would be cold comfort to the audience at the Charing Cross Theatre, who could hardly enjoy an indifferent performance of *An Unequal Match* any the better by remembering that Miss Sedgwick was somewhere behind the scenes.

ANSWERS TO CORRESPONDENTS.

CHESS.

Problems received with thanks from J. W. Abbott, J. N. Keynes, R. W. Johnson, G. E. Carpenter, W. Nash, G. E. Barbier, A. C. Pearson, S. H. Thomas, G. J. Slater, and W. T. Pierce.

R. W. J.—We have done as you desired, and trust better fortune will attend your future efforts.

W. NASH.—After 3 $\frac{\text{P to B 7}}{}$ cannot White win by 4 $\frac{\text{K to Q 7 dis ch}}{\text{K to K R 1 must}}$ 5 $\frac{\text{R to Q B 8}}{\text{R to Q 6 ch}}$ 6 $\frac{\text{K to K 6}}{\text{R to K B 6 ch}}$ 7 $\frac{\text{K to K B 7}}{}$, and Black must lose. The idea is very clever, and will make a beautiful study when correct.

J. N. K.—In the principal variation of your last problem, 2 R to K 6, or Q B 7, seems to be as effective as your own move. Is it not so?

A. E. STUDD.—Very good indeed, and possessing all that is wanted in correct composition.

H. JAMES.—The position is a perilous one, but we have as yet been unable to find a flaw in it. It shall be published next month. Thanks for the other things.

A. CHARLICK (Adelaide).—We shall be very glad to comply with your request, and shall devote a page to the set in our next number.

J. C. (Newcastle).—Your letter is only one of many we have received on the same subject, and as we think it expresses the general opinion of English Chess players we have inserted it in the present number.

EDITOR OF *Nuova Rivista*. — We have replied to both letters through the post.

J. P. T. (Dalston).—We have in type part of an article upon the subject, by Mr. Barbier, and we purpose using your suggestions as to its publication.

G. E. C. (Tarrytown).—We are much indebted to you for your welcome contribution. We shall pay off our correspondence score in the course of the present month.

MIRON (Compton Village).—You shall hear from us very soon after the receipt of the present number.

H. E. S. (Exeter).—We can give you no information upon any matters alluded to in other journals. You will find full details of the *Lebanon Herald* Tourney in our last number. Many thanks for the problem, which shall receive our best attention.

WHIST.

R. H. R. M. (Toronto).—A and B are partners against C D. Eleven tricks have been taken and gathered in; before the 12th trick is completed, B showed his adversary (who is considering which of his cards to play) his two last cards above the table, observing, at the same time, that he was sure of winning one of the tricks. The two cards were shown together, not separated. Can C call one or both of the cards thus shown him as exposed cards?—*Ans.* B may show all his cards to his adversaries, and there is no penalty. It would be quite proper for the adversaries to take advantage of the knowledge they obtained; but by this extra knowledge they suffer no disadvantage. There is no possible reason for punishing B for an act whereby he can obtain no profit.

M.—In cutting for partners and deal, L cuts a five, and D, B and M all cut a deuce. In cutting again, D cuts a King, M a Knave, and B an eight. L and B sit down as partners, and L claims the deal; M says it is B's deal, and not L's, and bets L that it is B's deal, and not L's. By the rule on the point it

seems clear that D should have been L's partner, and that B should have dealt. M claims to have won the bet, contending that the mistake, as to partners, does not affect it. Is M entitled to do so? L asserts that if B is wrongly admitted to be his partner, his (L's) five becomes the lowest, and he, L, is entitled to deal (and the rubber was so played).—*Ans.* L and D should have been partners. B is the dealer, and, as M bets that B was the dealer, we think he won the bet. M, probably, never thought anything about the mistake as to partners, he simply betted on what he saw, or thought he saw, *i.e.* his knowledge that B had cut the eight, which was the lowest card, and the holder of which was entitled to the deal.

G. C. (Gresham Club).—A case occoured here in which there is a doubt as to the proper construction of Rule 57. All the trumps are out, Ace, King, Queen of Diamonds have been played. Each player has five cards. A (the leader) has Knave, ten, five, four and three of Diamonds. B (second player) has no Diamonds. C (A's partner) has no Diamonds. D (fourth player) has the two and nine of Diamonds. A leads the knave of Diamonds, saying, "play to that;" then the ten, saying, "play to that;" then the other three Diamonds. The first trick is not played to the second. D contends that under these circumstances, all the cards after the Knave are exposed cards, and he can compel A to lead his smallest Diamond, so that D may win the trick with the nine, and stop the suit. A contends that he has led (the Knave), and led again (the ten) within the meaning of Rule 57, and that the penalty is that his partner may be compelled to win each trick, and that it is only after his partner has won one of the tricks, that the other cards led by A are liable to be called. A bystander holds that the first two leads of the Knave and ten are good, and the other cards only are liable to be called.—*Ans.* A has the right to play the cards, Knave ten in their order, and D must follow suit, A therefore must play his two Diamouds. The other cards played are not exposed cards, they are played in order. There is no punishment as against A if his partner cannot win the Diamond either by a higher Diamond or a trump, and as there is no higher Diamond in C's hand, and no trump, there is no penalty.

SES.—It is not etiquette to call for new cards during the play of a hand. The fact of so calling must induce the players to draw some inference, and generally they would consider that the observation meant that the player had nothing in his hand. Surely it cannot be contended that a player can properly say "I have nothing in my hand." The law might permit him to do so, but the generality of players would decline to play with any one who habitually did so. Whist is not a game of Bragg, or Bluff. It should be played in silence, and this is a fundamental rule of the game which is always broken in one form or another.

L. J. M.—It being the turn of the fourth hand to play, he throws down two cards, stuck closely together. Looking at his hand immediately afterwards, he discovers the mistake, and before the cards are touched for gathering, takes the cards he has played, turns them face downwards on the table, and withdraws the extra one without the face of it having been at all seen, the upper card, the one played to the trick, completely covering it. Is that card an exposed card?—*Ans.* The card is exposed, notwithstanding the fact that no one saw it. This has been law for many years. We strenuously opposed this construction, but unsuccessfully.

SECRETARY.—8. Very objectionable. 9. Very pleasant, accomplished and hospitable; away from the Whist table you cannot have a more pleasant member. He is a capital player, but, at the table, unpopular. He belonged to a club that is broken up, and it came to our knowledge that a whip was made. He was the only member of the old club who did not join the new club that answered to the whip. One fact is better than a bushel of theories. 10. We do not know. 11. Good.

ECARTÉ.

BET.—Elder Hand, after discard, and after he has taken in his cards, looks at his discard. Is there any penalty?—*Ans.* Yes; the player looking at the discard of himself or adversary must play with his cards open. Cavendish's rules seem defective in this. He says a player must not look at the discard, but he gives no punishment for the offence. Major A. gives the rule as follows:—"He who looks at either discard, after taking in, must play with all his cards exposed," and the French law is the same. Academie des Jeux, by Van Tenac, Rule 52, p. 111, "les écarts des deux joueurs ne doivent pas se mêler, et nul ne peut y regarder, sans encourir la peine de jouer à jeu découvert."

POKER.

S. AND B.—Instead of playing with an ordinary pack of 52 cards, the players leave out the 2, 3, 4 and 5. In this case does Ace, 6, 7, 8, 9 count in sequence (a straight?) The argument is that Ace is lowest or highest. The Ace is different to other cards in this respect; and because you agree to take away four cards from the pack, you are not to deprive this card of its special value. On the other hand it is said, it is nonsense to call one and then 6 in sequence, you must look to the meaning of sequence, and that must mean to follow in rotation.—*Ans.* This case was referred to in our last number. We were not authorised to decide the bet, but to find an authority willing to do so. Accordingly, we submitted the case to a Poker player, and the contending parties having agreed to be bound by this decision, he gave the following:—

I think it would be a novelty and a departure from any general practice to call such a combination of cards a sequence, even with a full pack the counting of what is called a sequence "around the corner" or a "circle" sequence is *exceptional*—not according to any ordinary usuage—and only done where parties have especially agreed to play in that way. In other words, sequences are counted *straight*: ——, and not in a circle: O. I never but once saw the game played where Knave, Queen, King, Ace, King, or Deuce, Ace, Deuce, Tray, Four were considered sequences.

The decision must either be taken henceforth as a rule of Poker when played in this way, or the players before sitting down must agree to make the rule the other way.

MAX AND S.—The cards are dealt, and Z, the next player to the blind, looks at his cards, and finds that he has 6 cards—what is to be done? S contends that Z must throw up his cards. That he is bound to count his cards before taking them up. M contends that the deal is void.—*Ans.* The privately printed code and the laws in the American Hoyle are silent on the subject. Cavendish's rule is as follows:—"9. If the dealer gives any player too many or too few cards, and the player takes up his cards before announcing the error he must go out of the game." Z must go out. The Whist rule which requires players to count their cards, or suffer punishment, applies to Poker.

All letters and exchanges should be sent to the Editor, care of W. W. Morgan, 67 Barbican. No letter should be addressed to any one that is, or is supposed to be, connected with the PAPERS. We cannot undertake to reply by post.

The Westminster Papers.

1ST JANUARY 1876.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE Chess duel between Mr. Potter and Herr Zukertort terminated on the 7th ultimo, in a victory for the Berlin player, with a winning score of four, against two in favour of Mr. Potter, and eight games drawn. The formal score is taken as Zukertort at $5\frac{1}{2}$, Potter $3\frac{1}{2}$, because, as our readers will remember, it was one of the conditions of the match that all drawn games above five should be reckoned as half a point to each player. Although in one sense it is true enough, it is not quite fair to say, as has been said, that the match will be chiefly notable from the number of drawn games that have occurred in it. To our mind the match should be memorable for the good feeling with which, from first to last, it has been conducted by the two players and their respective friends. Unquestionably it would have possessed greater interest, alike for the student and the casual player, if there had been a fair proportion of open games, and if the competitors had displayed a bolder spirit of adventure throughout the contest. But, after all, it is the immediate business of a match player to win, and he is, or ought to be, the best judge of the way to set about accomplishing his purpose.

It is a prodigious comfort to London Chess players that the controversies which have been raging for some months past in the City of London Club, and in the West End Club, since its establishment, have been brought to an end. Our readers are aware, for we informed them of it last month, that the campaign in the City terminated in the retreat of the defeated party with a scanty following. Since then, owing to the appearance of inaccurate and offensive statements in the *Field*, we have been in some danger of witnessing a renewal of the war, and worse, of having the battle fought over again in sight of the public. The calamity has been averted by the intervention of the chief editor of the *Field*, who, not without administering a snub to his subordinate of the Chess column, unreservedly expressed his regret that such statements should have been found in his paper. At the West End Club, all differences have been adjusted, by increasing the number of members comprising the managing committee from eight to twelve. The debate upn the rules occupied two entire evenings, until after midnight on both occasions, a fact which speaks volumes for the loquacity of Chess players. After the adjourned meeting, on the 16th ultimo, about twenty members sat down to a supper, at which, we are informed, the utmost cordiality prevailed. We are indebted to the Honorary Secretary of the West End Club, Mr. A. Rosenbaum, for the information that the two tournaments in which the members are now engaged is making good progress. In the handicap tourney, from which first and second class players are excluded, there are twenty-eight competitors, and the first round, with the exception of one match, has been played out. In the even tourney—first class excluded—there are only eight entries, and the players are now engaged in the second round.

The arrangements for the proposed match between Mr. Blackburne and Herr Steinitz are conducted with much secrecy, if any negotiations are in progress at all. The only public announcement concerning it is, to the effect that it will not be played at a club to which neither player has any right of admission. The match was announced to come off in January, so we may possibly have something to say on the subject next month.

It is not often the daily press ventures into the world of Chess, but, whenever it does so, it invariably exemplifies the wisdom of Pope's observations concerning the danger of a little knowledge of anything. We were, therefore, hardly surprised by a paragraph that appeared in the *Globe*, of the 28th ult., in which the conduct of five games of Chess, *sans voir* is heralded as "Remarkable Chess Playing." The *Globe* has it, on the authority of a letter from Florence, that "A Pole, named Maczuski, has just accomplished this feat," amusingly unconscious of the fact that not only has the "Pole, named Maczuski," accomplished the same thing often, but that Paulsen, Herr Zukertort, and an Englishman, Mr. Blackburne, has over and over again conducted double the number of games under the same conditions in London. The Englishman has, in truth, made the "feat" so common that nobody now-a-days even takes the trouble to record his performance in that direction.

The news that the Rev. Mr. Skipworth had retired from the post of chief editor of the *Chess Player's Chronicle*, was received with general regret in London. Mr. Skipworth's services to provincial Chess have

been fully recognised by provincial players, with whom the magazine he has so successfully conducted has always stood in high favour.

The new series, commencing with the number for the current month, will be edited by Mr. Jenkin, who for some years past has conducted, with signal ability, a Chess column in the *Glasgow Herald*, assisted by a strong phalanx of amateurs, of metropolitan and provincial fame. The *Chess Player's Chronicle* will in future be issued monthly, in a slightly enlarged form, and the price will be reduced to sixpence per single number. Subscriptions may be sent to Mr. A. R. Goldie, 81 Buchanan Street, Glasgow.

The thirty-seventh annual report of the Liverpool Chess Club has been issued, and from this we learn that the financial position of the club is sound. The balance in hand being £60, against £21 ten years ago. Mr. Kidson is the Hon. Sec., Mr. S. Wright the President, Dr. Sinclair Vice President; and the Committee, Messrs. Schall, Burn, Dufresne, Wellington, and Wood; with plenty of talent, enthusiasm, experience, and money, the club ought to have a grand future.

There is no brighter little monthly published than the *Huddersfield College Magazine;* the general contents are always interesting in theme, and fresh in treatment, and the Chess department, under the care of Mr. Watkinson, is equally entertaining and instructive. The Christmas number contains a seasonable Chess story, called *Madly Mated*, which is written in a lively style, and includes a wonderful game and a phenomenal Problem.

PROBLEM No. 740.
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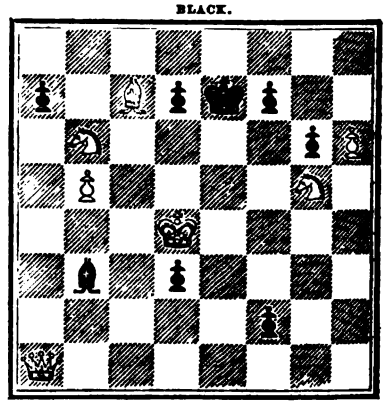

WHITE.
White to play and mate in three moves.

Mr. Studd has sent us the accompanying problem, constructed on the plan suggested by Mr. Pierce, that a piece should have the power to take a Pawn en passant. As it illustrates the idea in a very clever manner, we gladly find a corner for it, but, of course, do not include it in our Review Competition. Regarding the suggestion itself, we can only say that it would be impossible to stop at the taking of a mere Pawn en passant by a piece, as we should be logically compelled to concede the capture of everything, whether Pawn or piece, that moved over any square already commanded in any possible way by another piece. This, we think, is a fatal objection to any scheme short of a total revolution of the game.

The members of the recently established Western Chess Club, of Glasgow, are about to engage in a tourney to determine the championship of the Club. Twelve gentlemen have entered the lists, and each will play two games with every other competitor. Besides the championship prize, there are two others, contributed by one of the members. The following is a list of the competitors:—Drs. Dougan and Lawrie, Messrs. Moffatt, Beckett, Kemp, J. Drummond, Moodie, Chisholm, Stewart, Gillies, Thomson and A. Drummond. The last named gentleman is the Honorary Secretary of the new association, and it is to his courtesy that we are indebted for the foregoing notes.

The October part of the *Deutsche Schachzeitung* is so interesting that we cannot help regretting the absence of the numbers for November and December. The most attractive papers in the part under notice are Herr Schwede's Hints for Problem Composers, and a very clever compilation of quotations for Chess players, in German and Latin.

The *Vienna Schachzeitung* for December completes the fifth volume. The last of Herr Lehner's series of papers upon the composition of Problems appears in this number.

The *Nordisk Skaktidende* comes as a double number, for October and November. The editor, following an example which is now becoming a common practice, offers prizes for the solutions of the problems appearing in his journal from October to 1875 September 1876.

The fourth number of the *Nuova Rivista* is enlarged to twenty-eight pages. The contents include a letter from Von der Lasa, upon the subject of Chess notation, appended to which are some practical observations of Signor Seghieri. The end games and problems in this journal are always excellent, and we commend them to the attention of lovers of problems in England.

An impression appears to prevail among our Problem Solvers that Mr. Waterbury's extraordinary problem formed part of our Solution Competition. This is not so, although the fact that it has been numbered has given some grounds for the misapprehension. Such reviews as have come to hand shall be published however, for we do not doubt they will gratify the ingenious author, to whom we owe some amends for suggesting that his problem had no solution. The following is the solution:—

WHITE.	BLACK.	WHITE.	BLACK.
1 Q to B 2 ch	1 P to Kt 6 best	7 B to Q B sq	7 P to Kt 5
2 P takes P ch	2 K to R 4	8 B to K B 4	8 K to B 4
3 Kt to Kt 4 dis ch	3 P to K 6	9 P to K 4 ch	9 K takes P
4 B takes K P ch	4 K to K 5	10 Q to B 2 ch	10 K to Q 5
5 Kt to R 8 ch	5 K to R 2	11 Kt to B 6 mate.	
6 Kt takes Kt	6 P takes P		

From Georgetown, Demerara, we have received an unique little pamphlet, issued by the Demerara Chess Association. This little *brochure* sets forth the names of the members, the rules and regulations, Chess laws, scale of odds for tournaments, a catalogue of the club library, and, most interesting of all, a record of Guiana Chess from the foundation of the Georgetown Club, in 1864, down to the present time. The last is a capital idea, that should be adopted by all secretaries of Chess Clubs. In ordinary affairs the most trivial incidents acquire interest and importance from the lapse of years, but the observation is specially applicable to the proceedings of Chess players. From this brief chronicle of the times, we learn that the fourth tournament of the Demerara Chess Association was commenced on the 1st of September last, with ten entries, and that the chief scores on the 15th November following were as follows :—

	Won	Lost	Yet to play
F. A. Winter	17½	2½	4 games.
J. Veecoek	16	3	5 ,,
J. H. de Jonge	15	7	2 ,,
J. Meikle	12	6	6 ,,

PROBLEM No. 741.

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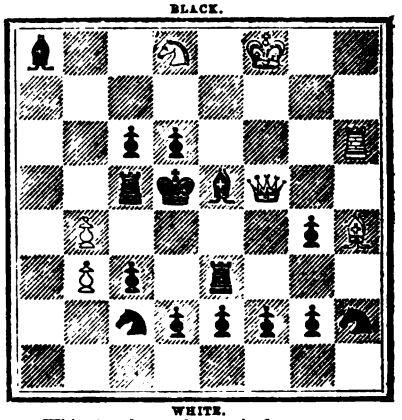

WHITE.

White to play and mate in four moves.

The Problem in the margin, with which the pamphlet ends, is the composition of Mr. J. Veecoek, who calls it *La Souriciere.*

We turn our thoughts to America this month with more than ordinary pleasure. Among all the good things for which the Chess world has to thank the *Hartford Times*, none will receive more appreciation than Mr. Belden's authoritative contradiction of the report of Paul Morphy's insanity, which saddened the Chess community in the early part of last month. The report found its way to this country in the *New Orleans Picayune*, and probably had its origin in the reckless ingenuity of a paragraphist pressed for an "item." That it found such ready credence among Chess players is due, we suppose, to the universality of the belief that "great wit to madness is allied," and is, therefore, in some sort a kind of compliment to the illustrious victim of a silly hoax. Mr. Belden puts the matter so "straight" that we cannot refrain from extracting his remarks on the subject :—

(*From the* HARTFORD TIMES.)

MORPHY CRAZY AFTER ALL.—A New Orleans paper says :—"There is a ridiculous story afloat that Paul Morphy has lost his reason, and is an inmate of a lunatic asylum. Mr. Morphy was never in better health than now, and can be found daily at his law office, where he spends most of his time. Having adopted law for a profession, he gave up chess, and devotes himself exclusively to business." Morphy has had lies enough retailed about him to upset an ordinary mind. First it was said that he had taken to law, but was compelled to give it up because he did not know enough to make a decent lawyer. Next he was consigned to a grocery store, where he peddled out "pizen" at three cents a glass, but, acquiring a taste for the villainous fluid, he became his own best customer, and finally he became a "gutter snipe." The newspaper scribes, having dragged him into the gutter, refused to let him die there, but dragged him to light, and consigned him to a lunatic asylum. Morphy is not a gutter drunkard; he never kept a grocery store; he is not crazy, never was crazy, and never is going to be crazy. Now let him rest.

"Now let him rest," will be echoed by every lover of the game which Paul Morphy has adorned and elevated, by a display of genius and chivalry unsurpassed in ancient or modern times.

Mr. Belden has been witching the world of "checkers," in a game with the Herd Laddie, who has recently visited Hartford. We hardly know who was the conqueror, but we are, disposed to award the game to Wylie, and the honours to the genial genius of Hartford.

We have received a large number of letters from composers interested in the proposed tournament, for which handsome prizes have been offered by the *New York Clipper*, and all are unanimous in hoping that no problems will be required exceeding four or five moves. We are, ourselves, of opinion, that the best problems can be constructed in four or five moves, and that, as a general rule, problems exceeding five moves are inferior. As the *Clipper* problem tourney has excited so much interest in England, we print the prospectus in full, from which it will be seen that, as at present proposed, problems in ten moves will be required from the competitors.

Desiring to aid in enhancing the brilliancy of the approaching Centennial Congress, *The New York Clipper* hereby offers the following prizes for free competition during the Congress next year at Philadelphia—open to all comers as follows :—

PLAYING TOURNAMENT.

1st prize, 100 dols. ; 2nd prize, 50 dols. ; 3rd prize, 25 dols.

PROBLEM TOURNAMENT.

1st prize, 75 dols. ; 2nd prize, 40 dols. ; 3rd prize, 10 dols.

For the Playing Tourney we desire the counsel and experience of the following eminent practitioners, on the following points :—1st. Suppose the four cases of 8, 12, 16 and 20 entries—how many games would be proper to require each competitor to play with every other, in each case? 2nd. Under the same suppositions, what is the most desirable time-limit of moves to be required per hour ; 3rd. How stringent should the rule be drawn, securing to *The Clipper*, alone, a copy of all the games played. 4th. Where shall the contests take place? Committee : Jacob Elson, Chas. A. Gilberg, Wm. Horner and Gustavus Reichhelm ; chairman, Miron.

For the Problem Tourney, we respectfully request advice on

the following points :—1st. Shall we require 3 or 4 Problems to a set? 2nd. May the same person send two competing sets? 3rd. Shall duals absolutely disqualify a 2-move Problem? 4th. At what date should domestic, and at what foreign, entries be closed? Will the following eminent Problematists, after due consideration, favour us with their opinions on the above points. Geo. E. Carpenter, E. H. Courtenay, Chas. A. Gilberg, Wm. Horner and Col. A. Z. Huggins; chairman, Miron.

There are not many stipulations necessary to announce at this early day. If the committee pronounce for four members to a set, they must be constituted as follows :—Two members of each set must be ordinary Problems, "White to play," &c., in from 2 to 10 moves, inclusive; one, an ordinary Problem, "Black to play," &c., in from 2 to 10 moves; and one in all respects on the basis of "Miron's Tourney," just so happily concluded. Should the committee pronounce for only three members, one of the "White to play" will be omitted.

Competitors need not observe the usual paraphernalia of "two-sealed envelopes"—and all that. When ready, simply send us each set, with its motto, and we will see to it that the judges and umpire have no clue to the authors—except, indeed, such internal evidence as no disguise of copying can conceal. Original Problems required in every case; and if any Problem is published by its author in advance of its appearance in *The Clipper*, its set shall be disqualified for a prize. We wish to express our strong desire that no set shall contain two Problems in the same number of moves.

Should any point of the above prospectus not seem perfectly clear to any proposed competitor, write us freely to make it plainer.

In reference to the above, we can assure our friends that any suggestions they may wish to make will receive the fairest consideration from Miron, who may be addressed at the Office of the *Clipper*, New York.

The Chess department of the *Globe Democrat*, St. Louis, under the care of Mr. Max Judd, has taken a high place among the Chess columns of the States. It is graced by the problems of Mr. T. M. Brown, who is at present staying in the Western City, and the games are selected and annotated with care and judgment.

We have received a letter from Mr. T. M. Brown, enclosing a batch of his problems, the first, he pays us the compliment of saying, he has ever contributed to an English journal.

The Tourney at the St. Louis Club is led by Mellen, with a score of eleven, Mr. Smith and Mr. Merrill ranking second and third, with a score of ten and six respectively.

The much challenged Mr. Ensor, is playing a match at Buffalo, with Mr. Alberoni, of New York, for a stake of three hundred dollars. Mr. Alberoni won the first game, in very good style. The proposed match between Mr. Ensor and Mr. Mason has fallen through, the latter declining to yield the odds of Pawn and move, and the former refusing to play without such a condition.

Twenty-two competitors have sent in their problems to the *Lebanon Herald*. The time for sending in competing problems has been extended to the 1st May 1876, and an additional prize will be given, by *Miron* of the *New York Clipper*. The new prize is a handsomely framed Chess Photograph, being a facsimile of a pen and ink drawing by Mr. J. M. Babson, of Boston.

REVIEW.—WAIFS AND STRAYS.*

AMONG the few writers who have enlivened our favourite pastime, and rescued its literature from the imputation of dulness, no one stands higher in public estimation than the author of Waifs and Strays. There are, doubtless, many Chess players of the present generation who have derived their knowledge of Captain Kennedy from the articles he has contributed to the WESTMINSTER PAPERS within the last few years, and from his occasional appearance at the public meetings of the late British Chess Association. But twenty-five years ago our author was widely known as one of the strongest amateur players in London, and as a writer whose lively, humorous, and unaffected style had made him a prime favourite with readers of the Chess journals of that time. Some fifteen years have elapsed since the first edition of his collected writings appeared, it was eagerly bought up at the time, and has ever since been out of print, and now, in good season, comes a second edition, which it needs no wizard to forecast will meet with equal favour from the public. If we were asked to name the special charm of Captain Kennedy's writings, we should answer in one word—geniality. In the stories and essays comprised in the Waifs and Strays, there will be found nothing of the oriental imagery so dear to the Chess story teller. There are neither sultans nor scimitars, barbaric grandeur nor barbaric ferocity. His characters and incidents are commonplace enough in themselves, but they are inconceivably brightened and elevated by the unconquerable gaiety of the narrator, and he must be a dull dog indeed who can lay down the book uncheered by its perusal. The only complaint we have to urge against the author is, that he has not given us more, and this thought was apparent in our mind throughout our perusal of the first essay, when we found him content to dismiss such a fruitful subject as Chess Snobs in a couple of pages. The gallant Fitzsnob, who is the hero of the first instalment of Reminiscences is no snob after all. He pretends to no quality that he does not possess, and when he records a victory or a defeat he does so like a gentleman. But we could not help thinking that if the author had carried his experiences down to the present time he need not have been at a loss for examples. If rudeness, injustice, and self-seeking be the marks of the Snob, there are some hanging to the skirts of the Chess fraternity who deserve the corrective process of the pillory, and should get it. One can hardly complain, however, that the Fitzsnob of these Reminiscences is not the sort of person his name suggests to our imagination. On board the good ship "Toombudra," playing Chess, or planning theatricals at Madras, peeping at Napoleon in exile at Longwood, or observing the vagaries of the old-time champions who congregated at

* "Waifs and Strays," by Captain Hugh A. Kennedy. London: W. W. Morgan, 67 Barbican.

Simpson's, he is, under all the varying circumstances, a right good fellow, a capital story-teller, and without doubt, a courteous adversary at Chess.

The match with Herr Springbok is a lively sally, directed against the Fabian tactics so highly favoured by professors of the game five and twenty years ago, and equally so, we should imagine, against the ludicrous complaints of their adversaries. Some of the point of this little satire must necessarily be lost to the reader whose memory cannot go back to the period when it was thought possible to determine, by the votes of a couple of provincial Chess Clubs, that a defeated champion was superior to his conqueror. "A cursory Chat upon Chess," and the essays which follow it range through every phase of the game; its origin and progress, its philosophy and literature, and are written in the author's best manner.

The three following articles, "Buckle's Chess References," Buckle as a Chess player," and "Albany Fonblanque as a Chess player," made their first appearance in the WESTMINSTER PAPERS, and are, therefore, well known to our readers. Of the minor articles the best is unquestionably the "Fasciulus of Chess Wrinkles." Except "Penn's Maxims," which the "Wrinkles" resemble in quiet badinage, there is nothing like it in the literature of Chess, and the force of the sarcasm will be recognised by every one, except, of course, the bores against whom it is directed. Where we have enjoyed so much, it will appear inconsistent to complain; but a critic without a grievance is unworthy of his office. The grievance is not however for us, as we have already declared our enjoyment of the book has been unmixed. But on behalf of the "younger sort," with whom the book will be a special favourite, we could have wished for notes explaining the references to dates and periods. In every case where the phrase, twenty years back occurs, it must now be read forty years back, and similar explanations are needed in the references to players who have gone from among us since these essays were first published.

The book is got up in the handsomest manner, printing, binding and paper being alike unexceptionable, and in every way worthy of Mr. Morgan's reputation.

OUR PROBLEMS REVIEWED.

No. 725.—"Very cleverly constructed. The altogether new idea of depriving a pinned piece of its power of checking gives rise to some exceedingly interesting play. It is just possible this innovation may pave the way to a new era in Chess problem construction," S. H. Thomas.—"Very ingenious, but containing a second solution," W. Nash.

No. 726, by C. H. WATERBURY.—"An unlimited monarchy," W. Nash.—"Mr. Waterbury may fairly be proclaimed the Napoleon of chess strategy! Even the great emperor never excelled or even rivalled this feat of checkmating nine hostile monarchs at one stroke and in one pitched battle! Metaphor apart, it must be admitted that this problem, though eccentric, is planned and executed with masterly skill, and I have enjoyed a rare treat in conquering its difficulties," H. J. C. A.

No. 727, by C. CALLANDER.—"As far as accuracy is concerned this problem is excellent," S. H. Thomas.—"Very pretty and clever—the best on the page," W. Nash.—"Cleverly constructed," H. J. C. A.—"The best problem in the number. The freedom that is allowed to the Black King is such as marks the highest class of problem," J. N. K.—"An attractive position—the mates are varied and elegant," W. Coates.

No. 728, by A. C. PEARSON.—"A clever problem. The first move is deceptive, and the variations arising therefrom are full of interest," S. H. Thomas.—"Ingenious, and not too easy," W. Nash.—"A capital little stratagem. The escape from other solutions are managed with the author's usual skill," H. J. C. A.—"J. N. K. and W. Coates are both wrong. Neither 1 B takes P, or 1 R to K Kt 2 will solve this problem."

No. 729, by G. J. SLATER.—The author has written us to the effect that he copied this problem wrongly when sending it, and the White and Black Pawns on K R 6 and K R 2 respectively should be on K R 2 and K R 6 instead. As the problem stands, it admits of no solution. Black's reply of 1 Kt to Kt 3 being unassailable. J. N. K. is therefore wrong in sending a solution.—Ed. W.P.

No. 730, by A. E. STUDD.—"Very bright and pretty," S. H. Thomas.—"Very clumsy and very easy," W. Nash.—"Not inviting in appearance, yet containing a palatable kernel within an unpromising shell," H. J. C. A.—"A very beautiful problem, and only to be ranked below No. 727, because the first move is rather obvious," J. N. K.—"A good problem, the main variation being of superlative excellence; the position at starting, though, seems to require something decisive on White's part," W. Coates.

No. 731, by J. W. ABBOTT.—"Rather neat," S. H. Thomas.—"For beginners," W. Nash.—"Very pretty," H. J. C. A.—"A fair rendering of an old idea," J. N. K.—"Above the average," W. Coates.

No. 732, by DR. GOLD.—"Awfully weak," S. H. Thomas.—"Very fair," W. Nash.—"'Q in a corner,' again! otherwise skilfully put together and pleasing," H. J. C. A.—"Commonplace, and very disappointing as coming from Dr. Gold," J. N. K.—"Fair," W. Coates.

No. 733, by G. E. BARBIER.—"Ingenious and good," S. H. Thomas.—"Exceedingly beautiful," W. Nash.—"A very good problem of its class, and (to me) rather difficult," H. J. C. A.—"Fair, but contains nothing striking," J. N. K.—"An interesting and well constructed stratagem," W. Coates.

No. 734, by R. W. JOHNSON.—This problem cannot be solved in the way the author proposes, by 1 Q to R 2, but can be done by B takes R instead. W. Nash and J. N. K. only are correct in their reviews, both pointing out the impossibility of any other solution than that mentioned; H. J. C. A. and S. H. Thomas proposing to do it also by the author's method, overlooking the defence of 1 P to Q 4.

No. 735, by W. T. PIERCE.—"Uninteresting," S. H. Thomas.—"Pretty, but easy," W. Nash.—"The white infantry seem to be all running away from the field, and their officers do all the fighting, and do it manfully," H. J. C. A.—"The first move is inartistic, as blocking up one of the Black King's paths of escape," J. N. K.—"Very neat and pretty, the first move being rather unexpected," W. Coates.

No. 736, by GEO. E. CARPENTER.—"Bears its character too plainly stamped upon its face. It is however very pretty," S. H. Thomas.—"Very beautiful, and in my opinion the gem of the number," W. Nash.—"This took me a long time to solve, and it is every whit as good as it is difficult," H. J. C. A.—"Very neat. The best of the four movers," J. N. K.—"Accurate and beautiful, but somewhat easy; the idea, I think, is not new," W. Coates.

No. 737, by D. W. CLARK.—Can be done in three moves, as shown by H. J. C. A., W. Nash, and S. H. Thomas. J. N. K. sends the author's, in four moves.

No. 738, by J. MENZIES.—The conditions of this problem were wrongly printed, it being an ordinary instead of a self mate. It is but fair to say that H. J. C. A., S. H. T., J. N. K. and W. Coates all send the solution, treating it as such.

No. 739, by H. JAMES.—Admits of two solutions, the author's being 1 P becomes B.

PROBLEMS.

Competing Problems in the British Chess Association Tourney.

[At the request of its composer, we have, this month, inserted one of the competing sets in the late B. C. A. Tourney, in which, apparently, no fault can be discovered that in any way disqualified it for a prize. It is, as we have said before, with no desire to kick a dead dog that we do so, but simply for the purpose of doing justice, so far as it is now possible, to those who have suffered injustice at the hands of the late B. C. A.]

PROBLEM No. 742.—By "ANTIPODES."

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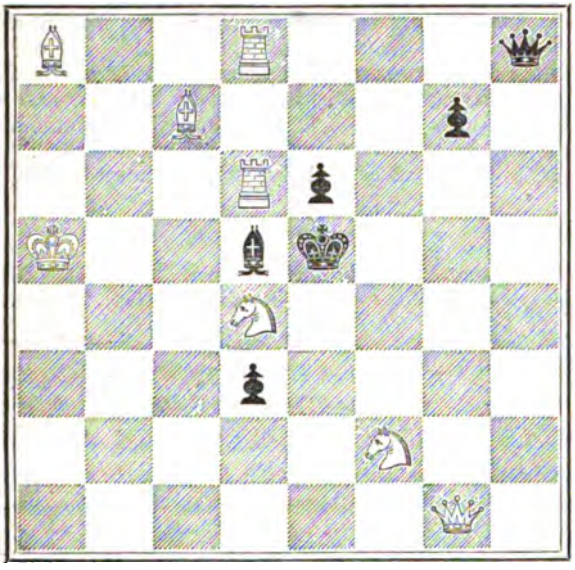

WHITE.

White to play and mate in two moves.

PROBLEM No. 743.—By "ANTIPODES."

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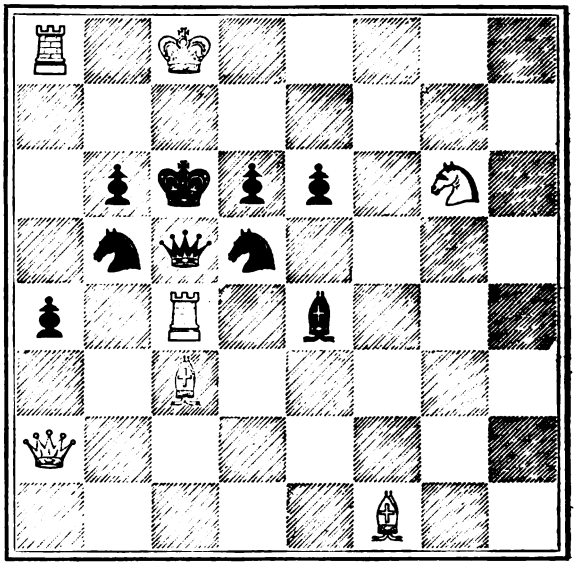

WHITE.

White to play and mate in three moves.

No. 744.—By "ANTIPODES."

BLACK.

WHITE.

White to play and mate in three moves.

No. 745.—By "ANTIPODES."

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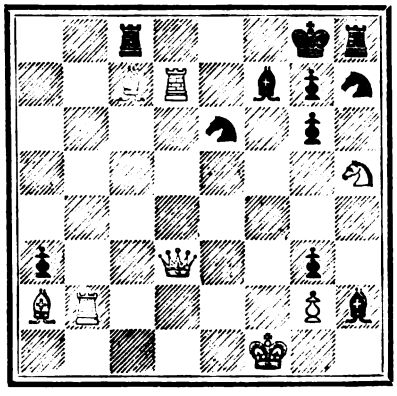

WHITE.

White to play and mate in four moves.

No. 746.—By "ANTIPODES."

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WHITE.

White to play and mate in four moves.

PROBLEMS.

PROBLEM No. 747.—By GEORGE J. SLATER.

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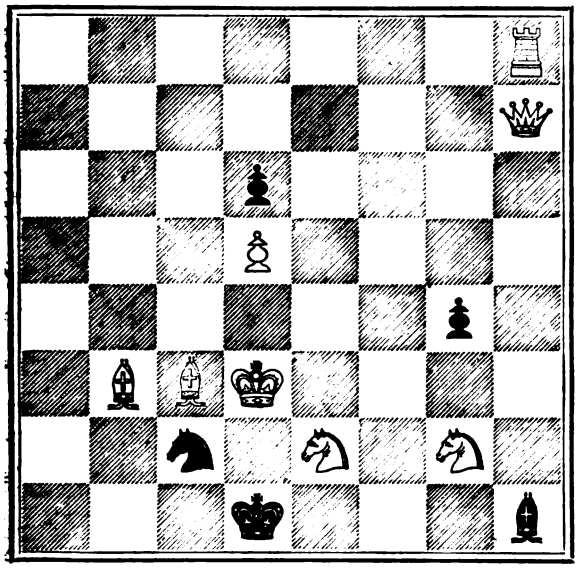

WHITE.

White to play and self-mate in six moves.

PROBLEM No. 748.—By GEORGE E. CARPENTER.

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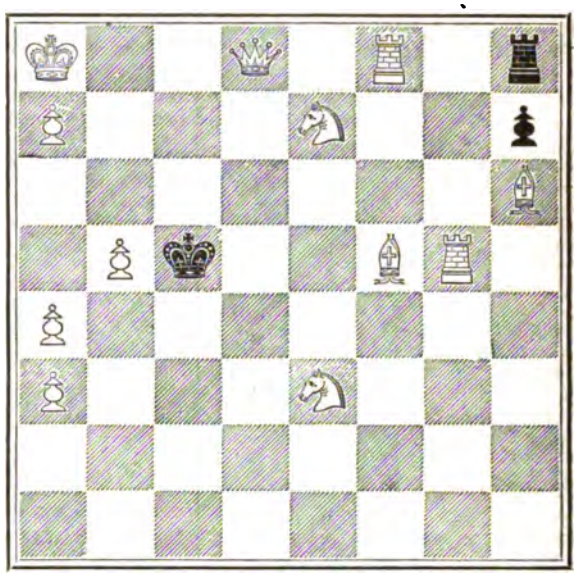


WHITE.

White to play and compel Black to mate in eight moves.

No. 749.—By T. M. BROWN.

BLACK.

WHITE.

White to play and mate in two moves.

No. 750.—By C. R. BAXTER.

BLACK.

WHITE.

White to play and mate in two moves.

No. 751.—By J. STONEHOUSE.

BLACK.

WHITE.

White to play and mate in three moves.

GAMES.

Noted by J. H. ZUKERTORT.

The following are the concluding games in the match between Messrs. Potter and Zukertort.

GAME 126.

Played on the 2nd December 1875.
Irregular Opening.

White. J. H. ZUKERTORT.	Black. W. N. POTTER.
1 P to Q B 4	1 P to K Kt 3
2 P to Q 4	2 B to Kt 2
3 Kt to K B 3	3 P to Q 3
4 P to K 3	4 P to K B 4 (a)
5 B to K 2	5 P to B 3 (b)
6 Castles	6 Q to B 2
7 Kt to B 3	7 P to K 4
8 P to K 4 (c)	8 Kt to K 2
9 Q P takes P	9 Q P takes P
10 P to B 5	10 P to K R 3 (d)
11 B to Q B 4	11 Kt to Q 2
12 Q to Q 6 (e)	12 Q to R 4 (f)
13 P takes P	13 P takes P
14 R to K sq	14 R to B sq (g)
15 B takes P (h)	15 R to B 3
16 B takes B	16 R takes Q
17 P takes R	17 Kt to Kt 3 (i)
18 Q R to Q sq (k)	18 P to Kt 4 (l)
19 B to K 6	19 P to Kt 5 (m)
20 B takes Kt ch	20 B takes B
21 Kt takes P	21 Castles (n)
22 Kt takes Kt	22 P takes Kt
23 B takes P	23 Q to R 5 (o)
24 R to Q 4	24 Q takes P
25 R to Q Kt 4	25 B to K 3 (p)
26 Kt to K 7 ch	26 K to Q 2
27 R to Kt 7 ch	27 K takes P (q)

White announced mate in three moves.

Duration of the game three hours and forty minutes.

(a) Black should develope his K Kt.

(b) This and the next move prepare the advance of the K P, but they give time to the opponent to bring all his forces into action.

(c) The right moment to open the game.

(d) If 10 Castles, White proceds with 11 B to B 4 ch and 12 Kt to K Kt 5.

(e) The only way to protect the attacked Pawn. 12 P to Q Kt 4 would be met by 12 P to Q R 4.

(f) 12 Q takes Q
13 P takes Q 13 P takes P
was certainly not favourable for Black, but better than the course chosen.

(g) If 14 Q takes P, 15 Q takes Q, 15 Kt takes Q, 16 Kt takes P.

(h) The sacrifice of the Queen, connected with this capture, is perfectly sound: White gets a victorious attack.

(i) If 17 Q to B 4, 18 Kt takes P.

(k) Keeping the tripple attack against the adverse K P. If 18 Kt to K Kt 5, Black improves his game by 11 Q Kt to B sq.

(l) There is nothing better to be done; if 18 P to K 5, White proceeds with 19 Kt takes P, 19 P takes Kt, 20 R takes P ch, 20 K to Q sq, 21 B to B 7.

(m) 19 Q Kt to B sq would be followed up by 20 B takes B, 20 R takes B, 21 Kt takes P.

(n) 21 Kt takes Kt
22 R takes Kt ch 22 Q takes R
23 B takes Q 23 P takes Kt
24 B takes P
would lead to an end-game with Bishops of different colours, but White being then three Pawns ahead would easily carry the day.

(o) If 23 Q takes P, then 24 R to R sq; if 23 Q to K 3, then 24 R to Q 4, 24 K to Kt 2, 25 Kt to K 5, &c.

(p) If 25 B to K sq
(the only move besides the coup in the text.)
24 Kt to K 7 ch 24 K to R 2
25 R to Kt 7 ch 25 K takes P
26 B to K 5 ch . 26 K to K 3 best
27 B to Kt 3 dis ch 27 K to B 3
(If 27 K to B 2, 28 Kt takes Q B P dis ch, 28 R to Q 2, 29 Kt to K 5 ch.)
28 B to R 4 ch 28 K to Kt 2
29 Kt tks K B P d c 29 K to Kt 3
30 B takes R 30 K takes Kt
31 P to K Kt 4 ch and
32 R takes B

(q) The move allows a pretty finish.
If 27 K to K sq
28 Kt takes K B P 28 R to Q 2 best
29 Kt to Kt 7 ch 29 K to B 2
30 Kt takes B 30 R takes R
31 Kt to Q 8 ch, and wins

(r) Mate follows, of course, by:—
28 B to K 5 ch 28 K to B 4
29 R to Q B sq ch 29 B or Q to B 5
30 P to Q Kt 4 ch mate

GAME 127.

Played on the 4th December 1875.
Irregular Opening.

White. W. N. POTTER.	Black. J. H. ZUKERTORT.
1 P to Q B 4	1 P to K 3
2 P to K 3	2 Kt to K B 3
3 P to Q Kt 3	3 P to Q 4
4 B to Kt 2	4 B to K 2 (a)
5 Kt to K B 3	5 P to B 4
6 Kt to R 3	6 Castles
7 Kt to B 2	7 Kt to B 3
8 B to K 2	8 Kt to K 5
9 Castles	9 B to B 3
10 P to Q 4	10 P to Q Kt 3
11 B to Q 3	11 B to Kt 2
12 Kt to K 5	12 B takes Kt
13 P takes Kt	13 P to B 4
14 P to B 3 (b)	14 Kt to Kt 4
15 Q to K sq	15 P takes P
16 B takes P	16 Kt to R 4
17 B to Kt 5 (c)	17 Q to K 2 (d)
18 Q to Kt 3	18 Q R to Q sq (e)
19 B to B 3	19 Kt to B 3
20 Q R to B sq	20 P to Q R 3
21 B to K 2	21 Kt to B 2 (f)
22 P to B 4	22 Kt to R sq (g)
23 P to K R 4	23 P to Q Kt 4
24 P to R 3	24 P to Kt 5 (h)
25 P takes P	25 P takes P
26 B to Q 4	26 R to B sq (i)
27 B to Kt 6	27 Kt to B 2
28 B to B 4	28 K Kt to Q sq
29 Q R to Q sq (k)	29 Kt to Kt sq
30 R to Q 6	30 R takes B (l)
31 P takes R	31 Kt to B 2 (m)
32 B to B 5	32 R to Q B sq
33 R to B 6	33 Q to Q 2
34 R takes R ch	34 Q takes R
35 Kt to Q 4 (n)	35 P to Q R 4
36 R to B sq (o)	36 Kt to K R 3
37 B to Q 6	37 Kt to B 3
38 Q to K sq	38 Kt to Kt 5
39 Kt to B 3	39 P to Kt 6
40 B to R 3	40 Q to B 2
41 Q to B 3	41 P to R 5
42 Kt to R 2 (p)	42 Kt takes Kt
43 K takes Kt	43 Q to Q sq
44 P to Kt 3	44 P to R 3 (q)
45 K to Kt sq	45 Q to Q 2
46 R to K sq	46 Kt to R 2 (r)
47 Q to Q 4	47 Q to B 3
48 P to K 4	48 P takes P (s)
49 R to K 3	49 Kt to B sq
50 P to Kt 4	50 B to R 3 (t)
51 P to Kt 5	51 Q takes P
52 Q takes Q	52 B takes Q
53 R takes P	53 B to Q 4 (u)
54 R takes P	54 P takes P
55 R P takes P	55 K to B 2
56 B to B 5	56 K to K sq
57 K to B 2	57 K to Q 2
58 K to K 3	58 K to B 2
59 P to Kt 6	59 Kt to Kt 3
60 B takes Kt ch	60 K takes B
61 K to Q 2	61 K to Kt 4
62 R to R 7	62 B to K 5
63 K to B 3	63 B takes P
64 K takes P	64 K to B 4
65 R takes P	65 B to B 4
66 R to Q 7	66 B to K 5
67 K to B 3	Resigns.

Duration of the game eight hours.

(a) The right square for the Bishop to counteract the adverse Bishop at Kt 2.

(b) If 14 P takes P en pass, then:—
14 Kt takes P
15 B takes Kt 15 R takes B
15 Q takes B, is not good on account of 16 P takes P, 16 P takes P, 17 Q to R 5.

(c) A very fine rejoinder, preventing the adverse Queen from going to K sq. The obvious continuation, 17 R to Q sq, would give Black considerable advantage by 17 Q to K sq, 18 B to Q 3, 18 Q to Kt 3.

(d) Necessary, as White threatened 18 R to Q sq, and 19 R to Q 7.

(e) Black had, until this moment, the better game, but here he misses the right continuation of 18 K R to Q sq, followed up by Q R to B sq.

(f) The retreat of the Knight was perhaps better left until it was forced.

(g) Losing time to no purpose, 22 R to Q

B sq, followed up by 23 K R to Q sq, was better.

(h) Very ill-considered: after losing time on the King's side, Black hastily advances on the Queen's flank without bringing his Rooks into play.

(i) 26 Kt takes B, 27 Kt takes Kt was not satisfactory, but any how better than the course chosen.

(k) White now commits the same mistake which Black made on the 18th move, playing the wrong Rook on Q sq. 29 K R to Q sq would have won speedily.

(l) Best, under the circumstances: if 30 B to Q 4, White proceeds with:—

31 B takes B	31 P takes B
32 Kt takes P	32 Kt to B 2
33 Kt takes Q P	33 Q to Kt 2
34 Kt to B 6 ch	34 K to R sq
35 Kt to R 5	35 Kt takes R
36 P takes Kt	

and White has two Pawns for the exchange, and a fine attack.

(m) The game comes now to a very interesting stage. Black tries to counterbalance the opponent's numerical superiority by an attack, which is backed up by his two passed Pawns.

(n) The better continuation was here:—

35 B takes P	35 Q takes P
36 Q to B 2	36 B to K 5
37 R to Q B sq	

keeping the exchange, with a good position.

(o) I prefer R to R sq.

(p) This exchange weakens White's position.

(q) P to R 4 would prevent the counter attack of White (see White's 50th move), but at this point it was hardly advisable to venture this move.

(r) Black ought to have played 46 Kt to K 2, which would effect a draw, I think, e.g.:—

	46 Kt to K 2
47 P to Kt 4 (or A and B)	47 Q to B 3
48 P to K 4	48 P takes K P
49 R to K 3	49 Kt to Kt 3
50 P to B 5	50 Kt takes P
51 P to B 6	51 Kt to Kt 3

(To prevent the effect of 52 Q to Kt 4.)

52 Q to Q 4	52 Q to B 2
53 B to Q 6	53 Q to Q 2

and I do not think that White could win against best play.

A.

47 R to K 2	47 Q to B 3
48 B takes Kt	48 Q to R 8 ch
49 K to B 2	49 B to B 6, and wins.

B.

47 B takes Kt	47 Q takes B
48 R to Q sq	48 Q to B 4
49 R to Q 6	49 Q to R 6

and Black will draw at least.

(s) 48 Kt to B sq at once was preferable, but even then White keeps up a good attack by

49 P to Kt 4	49 P takes Kt P
50 P to B 5, &c.	

(t) There is nothing to be done. If 50 Kt to Kt 3, White wins by

51 P to Kt 5	51 Kt takes P
52 Q to Q 8 ch	52 K to R 2
53 P to Kt 6 ch	53 K takes P
54 R to Kt 3 ch	54 K to R 2
55 Q to K 7, &c.	

(u) It is evident that 53 Kt to Kt 3 would avail nought on account of the rejoinder 54 P to Kt 6.

GAME 128.

Played the 7th December 1875.
Irregular Opening.

White. J. H. Zukertort.	Black. W. N. Potter.
1 P to K 3	1 P to K 3
2 Kt to K B 3	2 P to Q Kt 3
3 P to Q 4	3 B to Kt 2
4 B to K 2	4 Kt to K B 3
5 Castles	5 B to K 2
6 P to B 4	6 Castles
7 Kt to B 3	7 P to Q 4
8 P to Q Kt 3	8 Kt to K 5 (a)
9 Kt takes Kt	9 P takes Kt
10 Kt to Q 2 (b)	10 B to Q 3
11 P to B 4	11 P to K B 4
12 B to Kt 2	12 R to B 3 (c)
13 R to B sq (d)	13 R to R 3
14 R to K B 2	14 Kt to Q 2
15 Kt to B sq	15 Q to K 2 (e)
16 P to K Kt 4 (f)	16 P takes P
17 B takes P	17 Kt to B 3
18 R to Kt 2	18 P to B 4
19 Q R to B 2	29 R to K B sq
20 Q R to Q 2	20 B to R sq (g)
21 P to Q 5	21 P takes P
22 P takes P	22 B to Kt 2
23 B to K 6 ch	23 K to R sq
24 Kt to Kt 3	24 R to Kt 3
25 P to B 5 (h)	25 R to Kt 4
26 B takes Kt	26 Q takes B (i)
27 Kt takes P	27 B takes P ch (k)
28 K takes B	28 Q to K 4 ch
29 Kt to Kt 3	29 R to B 3
30 Q to B 3	30 R to R 3 ch
31 K to Kt sq	31 R to R 6
32 Q to B 4 (l)	32 Q takes Q
33 P takes Q	33 R fr Kt 4 tks Kt
34 R takes R	34 R takes R ch
35 K to R 2	

and Black resigns the game and the match (m).

Duration of the game, four hours.

(a) This move leads to an exchange, which weakens Black's position, and gives White a preponderance on the Queen's flank.

(b) The right square for the Knight, from where it can be played with advantage on either side.

(c) This and the next move are certainly premature, but I may mention that Mr. Potter plays under the disadvantage of being forced to try to win.

(d) developing all his forces; not good is

13 P to B 5	13 P takes P
14 P takes P	14 B takes P
15 B takes R	15 B takes P ch, &c.

and Black has a good position, and two Pawns for the exchange.

(e) Necessary, to prevent the advance of White's Pawns on the Queen's side.

(f) Having brought all his pieces into action, White begins the attack.

(g) Not satisfactory, but is there anything better?

(h) Much better than the immediate capture of the Knight, e.g.:—

25 B takes Kt	25 Q R takes B
26 Kt takes P	26 R takes B
27 P takes R	27 R takes R ch

and Black remains, in any case, with two Bishops against Rook and Pawn.

(i) 26 R takes B, would lead to the following continuation:—

27 Kt takes P	27 B takes P ch
28 K takes P	28 R to R 3 ch
29 K to Kt sq	29 R to R 4
30 Q takes R	30 R takes Q
31 P to B 6, winning the Queen back.	

If 26 P takes B, then

27 Kt takes P	27 R takes R ch
28 R takes R	28 Anything
29 Q to Kt 4, forcing the game.	

(k) The sacrifice avails nought, but Black's game is past redemption. If

	27 R takes R ch
28 R takes R	28 Q to K 2 or K 4
29 Kt takes B	29 Q takes Kt
30 Q to R sq	30 Q to K 2
31 P to K 4, &c.	

(l) 32 K to B 2 would keep the piece, but give Black the means to prolong the contest for some time. The move in the text forces the game in a few moves.

(m) Whorever the Rook goes, White forces the game, e.g.:—

	35 R to K B 6
36 P to Q 6	36 B to B 3
37 B to Q 5, &c.	

Or:

	35 R to Kt 5
36 P to Q 6	36 B to B 3
37 P to Q 7	37 B takes P
38 R takes B	38 P to K R 4
39 P to B 6	39 R takes P
40 R to Q 8 ch, and	
41 P to B 7	

Or:

	35 R to K 6 or Q B 6
36 P to Q 6	36 B to B 3
37 P to Q 7	37 B takes P
38 R takes P	38 P to K R 4
39 R to Q 8 ch	39 K to R 2
40 B to Kt 8 ch, and mates in three more moves.	

GAME 129.

King's Knight's Opening.

White. W. N. Potter.	Black. Boden.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to K 2	3 Kt to K B 3
4 Kt to Q B 3	4 B to Kt 5 (a)
5 P to Q 3	5 P to Q 3 (b)
6 Castles	6 B to R 4
7 Kt to K sq	7 B to Kt 3
8 K to R sq	8 Kt to K 2
9 P to B 4	9 P to K R 4
10 Kt to R 4	10 P to B 3
11 Kt takes B	11 Q takes Kt
12 P to B 5	12 P to Q 4
13 B to B 3	13 B to Q 2
14 B to Kt 5	14 Castles Q R
15 B takes Kt	15 P takes B
16 Q to B sq (c)	16 K to Kt sq
17 P to B 3	17 P to R 5
18 P to K R 3	18 Q R to Kt sq
19 P to Q Kt 4	19 B takes P
20 P takes B	20 Kt takes P (d)
21 Kt to B 2	21 Kt to Kt 6 ch
22 K to R 2	22 P to K B 4
23 Q to Q 2	23 Q to B 2
24 K to Kt sq	24 Kt takes R
25 R takes Kt	25 R to Kt 6
26 R to B 2	26 K R to Kt sq
27 K to R sq	27 Q to Q 3
28 B to R 5	28 P to B 5
29 P to Q 4	29 Q to R 3
30 B to Q sq	30 P to B 3 (e)
31 P takes P	31 P takes P
32 P to Kt 5	32 Q to Kt 3
33 B to Kt 4	33 Q to Q 6
34 P takes P	34 Q takes Q (f)
35 P to B 7 ch	35 K takes P
36 R takes Q	36 R takes P
37 Kt to Kt 4	37 R to B 8 ch
38 K to R 2	38 P to Q 5
39 Kt to Q 3 (g)	39 R to B 6
40 Kt takes K P	40 R to K sq
41 Kt to Q 3	41 R to K B sq
42 B to B 3	42 P to Kt 4
43 K to Kt sq	43 K to Q 3
44 K to B 2	44 P to R 4
45 Kt to K sq	45 K to B 4
46 B to Q sq	46 P to Kt 5
47 B to Kt 3	47 R to Q R sq
48 Kt to Q 3 ch	48 K to Kt 4
49 Kt takes B P	49 P to R 5
50 B to Q sq	50 P to Kt 6
51 P takes P	51 P to R 6
52 B to K 2 ch	52 K to B 4
53 P to Kt 4 ch	53 K to Q 3
54 R takes P ch (h)	54 K to K 4
55 R to Q 3	55 R takes R (i)
56 Kt takes R ch	56 K to Q 5
57 Kt to B sq	57 R to Q B sq
58 Kt to Kt 3 ch	58 K to B 6 and wins

Notes by Mr. Boden.

(a) In order to avoid giving White an opportunity to take K P with K Kt and then fork.

(b) P to Q 4 looks a more forcing move, but its variations are well known in the defences to the Ruy Lopez, and lead to a much duller kind of game.

(c) To enable him to take P with Q P safely, if Black should take P with Q P, and also to defend his Q Kt P.

(d) Had Black not moved his K at move 16, White could now have played B to K Kt 4.

(e) It is singular that Black should here overlook that his easiest way to obtain a winning position is to push P to K 5.

(f) Hastily played; by taking P with P first, Black remains with an irresistible force of centre Pawns.

(g) A terrible move; the effects of which Black had not reckoned, and after which he has a very difficult game.

(h) If R to R 2 Black wins by K R to K B.

(i) P to R 7 also wins.

SOLUTIONS OF PROBLEMS.

Extra Problems.

No. 725.

Mr. Nash has taken the trouble to show that this Problem can be done in two ways from the second move, the following analysis being the result of his ingenuity:—

White.	Black.
1 R to R 5 ch	1 B interposes
2 Q to K R sq	2 Kt to Q 4 dis ch
3 R to Kt 8	3 Q takes R
4 Q takes Kt ch	4 Q takes Q
5 P Queens and mates	

Or

2 K to Q 2	2 Kt to B sq
3 Q to K R sq	3 Q to K 5
4 R to Kt 8	4 Anything
5 Mates accordingly	

If 3 Q to K 6 or 8 ch

4 K takes Q	4 Kt moves
5 R to Kt 8 dis ch and mate	

Mr. Thomas sends the author's, without noticing the flaw.

No. 726.

To Mr. Andrews alone, amongst our Reviewers, belongs the credit of overcoming this Chess hydra, and as, in all probability, owing to the number of Black Kings employed, he must have solved it from the diagram, his feat may well be compared to the corresponding achievement of Hercules. The following is the solution as Mr. Andrews gives it.

White.	Black.
1 Q to K B 2 ch	1 P interposes
2 P takes P ch	2 K to R 4
3 Kt to Kt 4 dis ch	3 P interposes
4 B takes K P ch	4 K to K 5
5 Kt to Q R 8 ch	5 K at Kt 3 to R 2
6 Kt takes Kt	6 P takes P
7 B to Q B sq	7 P to Kt 5
8 B to K B 4	8 K to B 4
9 P to K 4 ch	9 K takes K P
10 Q to Q B 2 ch	10 K to Q 5
11 Kt to Q B 6 mating the 9 Kings.	

No. 727.

1 Q to Q 2	1 K to Kt 2, 3, or 4
2 R takes P ch	2 Anything
3 Q mates	

If 1 K to K 4

2 Q to Q B 3 ch and R mates	

If 1 K to K 2 or P to B 6

2 Q to Q 6 ch and Q or R mates	

No. 728.

White.	Black.
1 R to K 8	1 Kt to Q 3
2 R takes P ch	2 K takes R
3 R mates	

If 1 Kt to B 3

2 Kt takes Kt ch and R mates	

No. 729.

See Problems Reviewed.

No. 730.

1 R to Q B 4	1 R takes B
2 Q to K B 4 ch	2 B or Kt takes Q
3 Kt mates accordingly.	

If 1 Kt checks

2 B takes Kt dis ch and mate follows	

If 1 B takes B ch

2 Q takes B ch and mate follows	

No. 731.

1 Q to Q sq

No. 732.

1 Q to Q R 8

No. 733.

White.	Black.
1 Kt to Q B 4	1 K to K 4
2 Kt to Q B 5	2 Aught
3 Mates accordingly.	

No. 734.

See Problems Reviewed.

No. 735.

1 Q to K 8	1 K moves
2 Q to Q Kt 5	2 Aught
3 Mates accordingly	

No. 736.

1 B to K sq	1 K to K 7
2 K to K 4	2 K takes R
3 K to Q 3 or K B 3 according	3 K moves
4 B dis ch and mates	

Nos. 737, 738, 739.

See Problems Reviewed.

WHIST.

A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND 234.

Played at the Glamorgan Club, Cardiff, 7th December 1875.

Score 3 all. Z turns up Club Knave.

	A. W. R. H.	X. C. B.	B. W. C. C.	Z. J. S.
1	♡	♡ ♡	♡	♡ ♡ ♡
2	♣	♣ ♣	♣ ♣	♣ ♣ ♣
3	♣ ♣ ♣	♣ ♣ ♣ ♣	♣ ♣ ♣	♣ ♣ ♣
4	♠	♢ ♢ ♢	♣	♣ ♣ ♣ ♣ ♣
5	♡	♡	♡ ♡ ♡	♡
6	♠	♠ ♠	♠	♣ ♣ ♣ ♣ ♣ ♣
7	♠ ♠ ♠	♢ ♢ ♢	♣ ♣ ♣	♡
8	♡ ♡ ♡	♢ ♢ ♢ ♢ ♢ ♢	♢ ♢	♢
9	♡ ♡ ♡	♡	♢ ♢ ♢	♢
10	♡ ♡ ♡ ♡ ♡ ♡	♠ ♠ ♠	♢ ♢ ♢ ♢ ♢ ♢	♢
11	♡ ♡ ♡ ♡ ♡ ♡	♠ ♠ ♠ ♠ ♠ ♠	♡ ♡ ♡ ♡ ♡ ♡	♢ ♢ ♢ ♢ ♢ ♢
12	♠ ♠ ♠	♠	♠ ♠ ♠	♢ ♢ ♢ ♢ ♢ ♢
13	♠ ♠ ♠ ♠ ♠ ♠	♠	♠	♢

HAND 235.

Score 4 all.

Z turned up Heart 7.

	A. Bianchi.	X. Solomon.	B. Chappell.	Z. Moxendoff
1	♢	♢ ♢ ♢	♢ ♢ ♢	♢
2	♢ ♢ ♢	♢	♢ ♢ ♢ ♢ ♢ ♢	♢ ♢ ♢ ♢ ♢ ♢
3	♠	♠ ♠ ♠	♠	♠
4	♠ ♠ ♠ ♠ ♠ ♠	♠ ♠ ♠ ♠	♠	♠ ♠ ♠ ♠ ♠ ♠
5	♣	♣ ♣ ♣	♣	♣ ♣ ♣ ♣ ♣ ♣
6	♡ ♡ ♡	♣ ♣ ♣	♣ ♣ ♣	♣
7	♡	♡	♢ ♢ ♢ ♢ ♢ ♢	♣
8	♡ ♡	♣	♠ ♠ ♠	♣ ♣ ♣ ♣ ♣ ♣
9	♢ ♢ ♢ ♢ ♢ ♢	♣ ♣ ♣	♠ ♠ ♠	♡ ♡ ♡ ♡ ♡ ♡
10	♡ ♡ ♡ ♡ ♡ ♡	♣	♡ ♡ ♡	♡ ♡ ♡ ♡ ♡ ♡
11	♣	♠ ♠ ♠ ♠ ♠ ♠	♠ ♠ ♠ ♠ ♠ ♠	♡ ♡ ♡ ♡ ♡ ♡
12	♡ ♡ ♡ ♡ ♡ ♡	♣	♣ ♣ ♣ ♣ ♣ ♣	♣ ♣ ♣ ♣ ♣ ♣
13	♢ ♢ ♢ ♢ ♢ ♢	♡	♣ ♣ ♣ ♣ ♣ ♣	♣

HAND No. 236.

Played at the Junior Portland Club.

Score: A B 2; X Z love. Z turns up Club Kn.

	A. Capt. Lawrie.	X. Belaieff.	B. Major Kisitaff.	Z. F. H. Lewis.
1	♠	♠ ♠ ♠ ♠ ♠ ♠	♠ ♠ ♠ ♠ ♠ ♠	♠ ♠ ♠
2	♣ ♣ ♣	♣	♣ ♣ ♣	♣
3	♣ ♣ ♣ ♣ ♣ ♣	♣	♣ ♣ ♣	♣ ♣ ♣ ♣ ♣ ♣
4	♠ ♠ ♠ ♠	♠ ♠ ♠ ♠	♣ ♣ ♣ ♣ ♣ ♣	♠ ♠ ♠ ♠
5	♡	♡ ♡ ♡	♡ ♡ ♡ ♡	♡ ♡ ♡
6	♡ ♡ ♡ ♡ ♡ ♡	♡ ♡ ♡ ♡ ♡ ♡	♡ ♡ ♡ ♡ ♡ ♡	♡ ♡ ♡ ♡ ♡ ♡
7	♡ ♡ ♡ ♡ ♡ ♡	♡ ♡ ♡ ♡ ♡ ♡	♡ ♡ ♡ ♡ ♡ ♡	♣ ♣ ♣ ♣ ♣ ♣
8	♠ ♠ ♠ ♠ ♠ ♠	♠ ♠ ♠ ♠ ♠ ♠	♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣	♠ ♠ ♠ ♠ ♠ ♠
9	♢ ♢ ♢ ♢ ♢ ♢	♢ ♢ ♢	♡ ♡ ♡	♣ ♣ ♣ ♣ ♣ ♣
10	♢	♢	♢ ♢ ♢	♢ ♢ ♢ ♢ ♢ ♢
11	♢ ♢ ♢ ♢	♢ ♢ ♢ ♢ ♢ ♢	♢ ♢ ♢ ♢ ♢ ♢	♢ ♢ ♢ ♢
12	♢ ♢ ♢ ♢ ♢ ♢	♠ ♠ ♠ ♠ ♠ ♠	♡	♢ ♢ ♢ ♢ ♢ ♢
13	♢ ♢ ♢ ♢ ♢ ♢	♢ ♢ ♢ ♢ ♢ ♢	♢ ♢ ♢ ♢ ♢ ♢	♣ ♣ ♣ ♣ ♣ ♣

HAND No. 234.

NOTES.—The above hand was played on 7th December at the Glamorgan Club, Cardiff, and it is sent to you for the favour of your criticism, and insertion in the January number of the Papers, if approved. B "came a cropper," and as a great variety of opinions were expressed by the bystanders (or "gallery"), we decided to forward the details of the play to you, as an authority acknowledged and respected by us all. B was blamed by some for leading trumps at all, and by others for taking out three rounds. A contented himself by saying, "I wish you had led a Diamond, partner!" Every one agreed that B's play was unfortunate, and nearly every one agreed that it was rash. Perhaps it was, but B prefers being tried by his betters—hence this appeal. There is only one thing more I have to ask. At trick 4, should not X have discarded a Spade instead of a Diamond, "strength in trumps having been declared against him?" He cannot place the Club 10 in his partner's hand.—W. C. C. Trick 2.—We should return the H 10. At 3 all, with 3 Honours in our hand, there is no occasion for playing for a great score. A cannot have King Queen of H; his suit may not be headed by King, and unless his suit is cleared, we have nothing. The lead is, we think, premature. We do not want trumps out until the H suit is established. At Trick 4 Z was right to discard the D. A and B are no longer strong. The Knave is in X's hand, and unless he has Knave and 10, the game is gone, Z, therefore, should play to show X his strong suit. A, as the cards fall, could not get in his suit, because the H 9 cannot be discarded by B. Assuming the return of the H 10, A must lead the S Ace, and Z must lead D.—ED. W. P.

HAND No. 235.

NOTES.—Trick 3.—B should not play the Knave. We think this loses the game. At Trick 9 A's last chance is to play the trump.

HAND No. 236.

NOTES.—Trick 1.—X goes for the game. Trick 2.—The lead of trumps is here forced. With an Honour turned, and one in his own hand, X may reasonably doubt a signal from B. Trick 4.—Better to continue with a Spade than with a third round of trumps. Trick 7.—B should here have led H Ace, and with the lead of H 4, at trick 9, might have induced Z to believe that H 10 was with his partner. Trick 10.—X knows that the last trump is with his partner, and that he can give him the discard of the Diamonds upon the Spades. It would have been folly to finesse the Queen.

DOUBLE DUMMY PROBLEM.—No. 116.

THIS Problem has not been solved. We, therefore, refrain from giving the solution, or another problem this month. We hope that our solvers will take a little more pains, and try again. We remind those very numerous friends (all of whom, according to their own account, solve these Problems) that against very bad play it is easy to solve any Problem.

DE LA RUE'S PLAYING CARDS.

IN the absence of Messrs. Hunt's Book of Patterns, that of Messrs. De la Rue, in the matter of taste and quality, is far superior to their competitors. We do not observe any large number of new patterns, nor is this necessary. A few good patterns are quite sufficient, and here we have enough to satisfy the most fastidious. We have played with these cards nearly the whole year, i.e., since Hunt's fire, and there is only one great fault in the manufacture—the cards split. In club life this is of comparatively little consequence, because other packs are ready, and the makers, with that liberality which distinguish them, make good the loss; but if we are in the country, and have but two packs, and one of the cards is split, we are in difficulties. Of the patterns for the drawing room, we like best 362, the Missal; 343, Indian Palmette; 290, Butterfly Flower; 268, Hindoo Flower; 302, Hindoo Rose; 158 and 223, Prince and Princess of Wales; 207, 250, 279, Oriental and Cotton Plant. The Pompeian Fresco are too dark. For club play 288, 322, 346, 316 and 328 are handsome, and the same at the top and bottom, and there are plenty of good patterns of the plainer sort. We have never seen the International used in any society. The old speckled card (the best of all their cards) is in one colour only, but we presume Messrs. De la Rue have others, and that they will not desert our favourite.

WHIST JOTTINGS.

RETURNING ADVERSARIES' LEADS.

It has been demonstrated that the lead at Whist is an advantage. There are some exceptions to this, as to all general rules. The object of the leader is to bring in a long suit; to make the small cards of greater value than intrinsically they possess. This object is frustrated if the leader has not four trumps, or three trumps with a card or cards of re-entry, or unless he finds his partner with strength in trumps. To bring in a long suit, not headed by Ace King, it is necessary that it should be played twice or three times, and if leader and his partner play this suit whenever they get in, and the right hand adversary does the same, there are more chances of establishing the suit than if they are left to their unaided efforts. This should be as easily demonstrated as a problem of Euclid. We are led to make this remark, because we so constantly see the original lead returned by the fourth player. At the end of the hand this may not only often be forced play, but good play, for if the original leader discontinues his suit he probably has a reason for his action, and that reason may be that he has the major tenace. What may be very good play at the end, may be, and we think generally is, bad play at the beginning. Supposing the fourth player in the first round wins the trick; what is his position? He is now original player, with twelve cards. Additional knowledge. The suit of the player to the left known. Further, that the original leader has not sufficient strength to lead trumps. From our observation it seems a species of mania to return the original lead. And of what does the fourth player's hand usually consist? either one only of the suit left, when the player's presumed reason is to get a ruff, and very often when a single force is most injurious to his hand; or he has three of the suit left, including the second best. We fail to see much benefit from either of these leads. Suppose, in the first case, that the fourth player had originally Ace 2. He wins with the Ace, and returns the 2. Would the same player originally have led Ace 2? because, if not, we cannot see why he should now act on a different principle. If it be sound play to return the 2, it would seem sound play originally to lead the Ace 2, as our fathers did. In the other case, holding the second best, and two or three left of the suit, and we return it, the second player may finesse, which would depend on his strength in trumps; in which event, we have run the risk of having our second best killed (when we have three only) when it was otherwise absolutely safe, and when we have four, including the second best; in the fourth round it must be trumped. The least harm is done in the last case. Suppose, however, that the original player led from five, have we not done the very thing he desired? By himself he cannot bring in the suit as against you, and his whole object is frustrated. The rule of the game is to protect your adversaries' suit, a rule that we believe to be perfectly sound, and this rule is set at naught. We almost wish that Cavendish would, in his next edition, insert a rule, that you should always return your adversaries' suit; then, at any rate, the non book player would at once disregard it, because it was a rule. The player who persistently returns the suit is soon known, and the principle on which he proceeds is known also. If the original player's partner gets in later on, and returns his partner's suit, as third player, original leader can seldom finesse, at any rate, not so often or with so much safety as he can against the player who returns the suit because he has strength. It may be also that when the player returns the 2 (the first example) his partner may have sufficient strength to protect the suit, and that strength may be destroyed. In our judgment, there can be but few instances where the return lead is forced, and returning the suit seems to us more often wrong than right. The players of this school can never have recognized the value of time, or the difficulty of getting the lead into their own hands. To establish a suit and get out trumps is often a long and difficult operation. Why relieve your adversary of any portion of these difficulties? There are few wise men who make an effort to produce that which, in the order of events, will come about by leaving things alone. In the case stated the original leader may get in, and his partner may get in; either of these will continue the original suit, and the event that you desire comes without any effort. This is as regards the two suit, and the chance of the trump, but if you return the suit, one adversary, if not both, will know what you are driving at. And what you are doing for your partner? Probably you will make him play for a wretched ruff, rather than open his best suit, the opening of which may give you the key to the game. There are hands, of course, in which it is safest and best to return the adversaries' suit; thus, with great weakness in every suit, and you have the 2nd and 3rd best of the suit first led, it is safer to return that suit rather than open a new suit, but what we desire to impress is that it is not advisable to play your adversaries' game when you could play a game of your own. If we are dissatisfied because of the persistent return of an adversaries' suit it must not be supposed that we are not also sometimes disgusted at our partner for not returning our own. If the one is a mania, the other is an epidemic. No partner of ours, with strength and a knowledge of our suit, will ever lead trump. They must forsooth attempt to establish a second suit, believing, we hope, that the lead and the direction of the hand is always at their disposal. Amongst the common faults of players is the return of a weak lead. He who leads from weakness does so, either because he has reason to believe that suit is his partner's, or the suit is a forced lead. If the 3rd player has not sufficient strength to

bring in the suit (by himself), it is perfectly certain that his partner cannot help him, and the suit must be changed. Yet we see players treating this lead as one that they are bound to return, and they always appear surprised that their partner has nothing in the suit. Late in the hand a player of intelligence should know the reasons that influence their partner, even though the card led does not enlighten them. They seem to think they have done their duty, and they triumphantly answer any one who asks, "How could you return that Spade? I led the 9, covered with the Knave. It must be ruin." "Why, you led it." But again they say, "I returned it because I could not open from a suit headed by a 9," quite regardless of the fact that in many games the only chance of saving or winning lies in each partner leading the weak suit for the other to finesse, for if the finesse does not come off, the game is gone. This, of course, is not at the beginning of the game, but when trumps are out, or strength declared against you. It is useless attempting this with players who read books simply to misunderstand them, or who play by rote without any thought or intelligence. We are always derided as a book player, but we saw a player this week play, as he declares, by book (who hates and detests all books, and who revels in all kinds of eccentricities), commit the most ludicrous blunders that we ever remember. In one case the player to his right originally led the trump 2, third hand put on King, fourth Ace; later on, the original trump-player was forced, and he trumped with the 5. There was a good deal of trumping on the part of the 2nd and 4th players, when the original trump-player got in again there were only two cards left in each hand; he had two trumps, the seven and Knave. Our book hater had the Q 10. He wanted two tricks to make the game, and he put on the Q. He could not place two trumps (the only two in besides his own) in the original leader's hand although he led originally the 2. The other case was worse, all the trumps were out, he had Ace, Q in one suit, and four good cards in another; he put on the Queen, wanting five tricks for game, and for the first time in his life he played, as he thinks, by book. We should like to see the book that ever said anything so ridiculous, but we can assure our friend that there is nothing of the sort in existence. The rules of play as to leading and playing are laid down to get the largest number of tricks. These rules are not always sound, as we hope some day to demonstrate, but that is their object, and in the main they are correct. The rule, if so it can be called, as to the finesse of Ace Q, or any other finesse, is to obtain two tricks instead of one, but who out of Bedlam would dream of sacrificing five tricks for the bare chance of making six when five only are wanted. Does any one play for more than certainty? We play to win the game, and not to lose it. Such play has nothing to do with books. It is pure inattention or want of observation, and the book is only spoken of as a cover for weakness or folly.

Once more may we ask our players to hold up their cards. The player who holds his cards in a slanting direction, with the tops towards his partner, places every opponent in a most uncomfortable position. There are certain finesses forced to save or win the game, and it is very disagreable to make a deep finesse which comes off when the finessor has had an opportunity of seeing the last player's hand. This difficulty can be avoided by holding your cards upright, or with the tops slightly inclined towards yourself.

INFERENCES AT WHIST.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—I have always looked upon Double Dummy as the grammar of Whist, leading the player, gradually up to accuracy in the conversation of the game. There are, doubtless, very good Whist-players, who are not practised players at Double Dummy, but I should, certainly in such cases, presuppose the faculty, if cultivated. I do not lose sight of the fact, that Double Dummy is an open game, and that inferences in no way enter into the combinations, which, for this reason, are mathematically demonstrable, but the value of Double Dummy to the Whist player is to direct the mind of the player more closely to the necessity of getting the lead, or of throwing it into a particular hand, according to the known or supposed position of the cards. Whist is, however, essentially a game of inferences, and he is most likely to be the successful player who, *cæteris paribus*, can most quickly draw the correct inferences. I say, "most quickly," because I wish to exclude even such honest hesitation as necessarily gives information independently of the play. *A fortiori*, I exclude any inferences drawn and acted upon, from purposed hesitation, such hesitation and action being equally dishonest and immoral. In the observations I am about to make, I do not intend to discuss the theory of chances, I wish only to set those people thinking who sit down to the Whist table with the idea that Whist is after all ONLY a game of *chance*.

Inferences are divisible into—

1. Inferences from leads—natural and forced.
2. Inferences from discard—natural and forced.

As a general rule, it is an advantage to open the game, because the leader has the opportunity of selecting his suit. The lead is, of course, a disadvantage where, with a weak hand, the player has to lead in the dark.

1. I suppose A and B partners against X and Z (all intelligent players), and that A's hand consists of 4 Clubs to K Kn; 4 Spades to Q 10; 3 Hearts to Q; and Knave and another Diamond, trumps. Many players, with such a hand would lead Diamond Knave. With such a lead, which, in the course of a trick or two, would demonstrate the Knave to be A's highest trump, and not from a sequence, what would be the inference drawn by the *whole* table? That A was reasonably protected in all the suits. This inference would enable X to finesse more deeply in plain suits, but such a disadvantage would be counterbalanced by the information B would have, that he might select his suit at pleasure.

I will now suppose A to lead a small Club, to which B plays the 10, and Z the Queen. Z, being now in possession of the lead, plays Spade Knave, which A, having the 10, heads with the Q and wins. What inference should A, who has regained the lead with the knowledge of an entire suit, draw. "If my partner had had the lead instead of me, he would, probably, have commenced with Spades. His suit is made, my suit requires another lead from me, and gives another lead to the adversaries. It is no good to get the command of two suits before leading trumps, and my own suit may be trumped by the adversaries on the third round. I must endeavour to protect my partner's suit, in which the adversaries show such weakness, and lead trumps."

The inference which X, who has the Ace of A's suit, would draw, would be, "my partner, who must infer that I have an Honour in A's suit, has not sufficient general strength in plain suits, or sufficient attacking power in trumps, to lead trumps," and the inference which B would draw from the lead of D Knave would be, "my partner has sufficient protective power in his own suit to prevent it being brought in against him, by the adversaries, when trumps are exhausted. Of course, fresh facts might be developed in the course of the play, as, for instance, that the whole strength of Hearts was with X, which might make the continued lead of trumps dangerous, but such facts would be judged, in their turn, by the intelligence of the players.

Inaccurate inferences may, reasonably, be drawn where an honor is turned. With an honor, say K, turned up to the right, the leader, having the major tenace, with three other small trumps, frequently leads from a weak suit. What inference should his partner draw, who has, we will say, three trumps to the eight or nine? "If this is my partner's strongest suit, and he has no power in trumps, the game is lost, he wishes me to lead through the K." Here he would have drawn the correct inference; but I quite agree with Cavendish that, in such a position, it is not necessary to put your partner to an inference, but that the proper lead is a small trump. With such a lead the K would certainly make, but the leader has, if it is drawn, the command of trumps, and can continue or not, as he pleases, and if it is not drawn has the certain finesse, while the lead from weakness may have sacrificed the only card the possession of which would have enabled the holder to play through the honor. As an example of a wrong inference, reasonably drawn at the moment, imagine again a K turned, and the leader with Ace, Queen, 10, 9, 5. The proper lead under such circumstances, with a weak hand, would be the 9. Without an honor in his partner's hand the game would, probably, not be won. If Kn is to the right, the leader is no worse off; if Kn is to the left, and heads the 9, the leader has still the finesse on the return, and if Kn is with his partner, nothing is lost by the lead. The inference that the 9 was the highest trump in the leader's hand, when won by the Kn to the left or the right, would soon be dispelled on the return or by signal.

Again, with Q turned, the leader, with A, Kn, 10, and another, not wishing to give up the command, would run the risk of suggesting to his partner that the Kn was his highest trump, for the purpose of giving his partner a finesse against the Q, if he were in the happy possession of the K.

Forcing, in the absence of a lead, or of a signal for trumps, or for the purpose of a fifth trick, is a declaration of strength. Most careful inferences should, therefore, be drawn, where a player abstains from forcing his partner who has renounced. For the purpose of drawing a correct inference, the character of the card led to a declared suit should be observed. If it should be a suspicious looking card, say a 9 or an 8, it must not, therefore, be necessarily inferred, that the player has not strength in trumps, justifying him in forcing his partner. Such may be the case, but it is equally, and with good players, more probably, the case that the player prefers to give his partner the declared suit, rather than allow him to lead, after a force, up to ruinous weakness. If the player has strength in trumps, and the adversaries, inferring to the contrary, lead them, so much the worse for them. But I think, in the absence of any certain, or highly probable indication that the game may be otherwise saved, a player is justified in forcing his partner for the fifth trick.

The same inferences, cannot, however, be drawn from *forced*, which would be reasonably drawn from *natural* leads. For instance Ace Kn may be held up (although I think, in most cases, disadvantageously) against an original lead of K, because the lead may be inferred to be from K Q, but where the K is led to a partner's discard, the inference, that the player at the same time holds Q, would be most dangerous for the player on the left to draw, who, by holding up, might make neither his Ace nor Kn.

2. Inferences from discards should be carefully drawn. A discard is presumptive evidence of weakness when made to a partner's lead, but is not at all conclusive when made to the lead of an adversary, and it is now a well established fact that an intelligent partner will not draw an inference of weakness where the discard is to an adversary's declared strength in trumps.

Whether the adversary should infer weakness from the discard, must depend a great deal upon the cards he holds in his own hand in the suit discarded.

It frequently happens that a player is forced to discard from his original lead, but it would be a dangerous inference for a partner to draw, that, upon his obtaining the lead, he should not return the suit. Again, when a player discards a card, obstructive to his partner's suit, no inference can, I think, safely be drawn as to strength or weakness in the remaining suit or suits.

Where a player discards an Ace, and then a small one of an untouched suit, it ought to be a certain inference that he holds at least K Q, but the inference that it was a signal for trumps might be most inaccurate.

Of course, it would be beyond my purpose, and the limits of your Papers, were I to exceed the few illustrations I have given, which I hope may be of service to some of your readers.

I am, Sir, yours obediently, FREDERIC H. LEWIS.

A QUIET RUBBER AT WHIST.

A AND B PLAY AGAINST C AND D.

To show that our fathers were not much better than their unworthy sons in the matter of Whist talk, we reprint the following, from the pen of Mr. F. L. Slous, issued for private circulation only, by Steward and Murray, Old Bailey, more than 40 years ago :—

A.—Who dealt? What are trumps? Will you just draw your card?

(A plays.)

B.—Why, you've surely not trumped it—by Heaven! that's hard;
I played for *the force*, Sir,—you must have forgotten!

A.—I say 'twas sound play!

B.—And I say it was rotten!

(A plays again.)

B.—There again! 'Pon my soul, it's a *very* hard case:
With King in your hand, why put on your Ace?

A.—But I played to deceive.

B.—Yes—but why deceive *me?*
With a partner like you—zounds, I play against three!

(A plays.)

B.—Why on earth play a trump? Don't defend it: for shame!

C to D.—Three tricks, two by honours; just score up the Game.

C to B.—Five to two?

B to C.—Yes, in crowns. (to A.) Mind your play now! Pray do!

(A plays.)

B.—The King being turned, why not lead a trump through?

A to B (getting in a rage at last)—
Oh, nonsense! you want everything your own way,
And grumble and bully, whatever I play.

B.—You're a muff, Sir!

A.—A what, Sir?

B.—A muff!

A.—*You're* a fool!

C and D.—Come, Gentlemen, Gentlemen, pray now be cool!

(A plays again.)

B.—Good God! with best Diamond you lead me a Club!
You've lost me the Game, Sir!

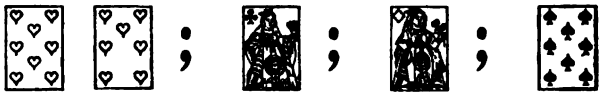
C and D.—Five tricks and "the Rub!"

ECARTÉ.

Calculation for Leader—*continued.*

XIII.—Two trumps, Queen in two suits, 8 of the third.

Case calculated
Hearts trumps



Possible hands for D		L wins	D wins
Three or more trumps	See table		2,206
2 T 3 of 13 cards (low A low B 7 C)	$\frac{5\cdot4}{2}\times\frac{13\cdot12\cdot11}{2\cdot3}$	2,860	
2 T 2 of above 13 cards 1 winning card	$\frac{5\cdot4}{2}\times\frac{13\cdot12}{2}\times8$		6,240
2 T 1 of above 13 cards 2 winning cards	$\frac{5\cdot4}{2}\times13\times\frac{8\cdot7}{2}$		3,640
2 T 3 winning cards	$\frac{5\cdot4}{2}\times\frac{8\cdot7\cdot6}{2\cdot3}$		560
1 T 4 of above 13 cards	$5\times\frac{13\cdot12\cdot11\cdot10}{2\cdot3\cdot4}$	3,575	
1 T 3 of above 13 cards 1 winning card	$5\times\frac{13\cdot12\cdot11}{2\cdot3}\times8$	11,440	
1 T 2 of above 13 cards K A and winning B or C	$5\times\frac{13\cdot12}{2}\times1\times7$		2,730
1 T 2 of above 13 cards K B 1 winning C	$5\times\frac{13\cdot12}{2}\times1\times6$		2,340
1 T 2 of above 13 cards 2 winning C	$5\times\frac{13\cdot12}{2}\times\frac{6\cdot5}{2}$	5,850	
1 T 1 of above 13 cards K A 2 winning B or C	$5\times13\times1\times\frac{7\cdot6}{2}$		1,365
1 T 1 of above 13 cards K B 2 winning C	$5\times13\times1\times\frac{6\cdot5}{2}$		975
1 T 1 of above 13 cards 3 winning C	$5\times13\times\frac{6\cdot5\cdot4}{2\cdot3}$	1,300	
1 T K A 3 winning B or C	$5\times1\times\frac{7\cdot6\cdot5}{2\cdot3}$		175
1 T K B 3 winning C	$5\times1\times\frac{6\cdot5\cdot4}{2\cdot3}$		100
1 T 4 winning C	$5\times\frac{6\cdot5\cdot4\cdot3}{2\cdot3\cdot4}$	75	
5 of above 13 losing cards	$\frac{13\cdot12\cdot11\cdot10\cdot9}{2\cdot3\cdot4\cdot5}$	1,287	
4 of above 13 cards 1 winning card plain suit	$\frac{13\cdot12\cdot11\cdot10}{2\cdot3\cdot4}\times8$	5,720	
3 of above 13 cards 2 winning cards in plain suits	$\frac{13\cdot12\cdot11}{2\cdot3}\times\frac{8\cdot7}{2}$	8,008	
2 of above 13 cards K A K B 1 winning C	$\frac{13\cdot12}{2}\times1\times1\times6$		468
2 of above 13 cards K A or K B 2 winning C	$\frac{13\cdot12}{2}\times2\times\frac{6\cdot5}{2}$	2,340	
2 of above 13 cards 3 winning C	$\frac{13\cdot12}{2}\times\frac{6\cdot5\cdot4}{2\cdot3}$	1,560	
1 of above 13 cards K A K B 2 winning C	$13\times1\times1\times\frac{6\cdot5}{2}$		195
1 of above 13 cards K A or K B 3 winning C	$13\times2\times\frac{6\cdot5\cdot4}{2\cdot3}$	520	
1 of above 13 cards 4 winning C	$13\times\frac{6\cdot5\cdot4\cdot3}{2\cdot3\cdot4}$	195	
K A K B 3 winning C	$1\times1\times\frac{6\cdot5\cdot4}{2\cdot3}$		20
K A or K B 4 winning C	$2\times\frac{6\cdot5\cdot4\cdot3}{2\cdot3\cdot4}$	30	
5 winning C	$\frac{6\cdot5\cdot4\cdot3\cdot2}{2\cdot3\cdot4\cdot5}$	6	
		44,766	21,014

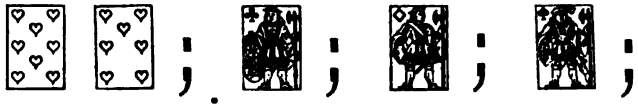
XIV.—Two trumps, Queen of one suit, Knave of another, Ace of the third.

Case calculated
Hearts trumps

Possible hands for D		L wins	D wins
Three or more trumps	See table		2,206
2 T 3 of 15 cards (low A low B low C)	$\frac{5\cdot4}{2} \times \frac{15\cdot14\cdot13}{2\cdot3}$	4,550	
2 T 2 of above 15 cards 1 winning card	$\frac{5\cdot4}{2} \times \frac{15\cdot14}{2} \times 6$		6,300
2 T 1 of above 15 cards 2 winning cards	$\frac{5\cdot4}{2} \times 15 \times \frac{6\cdot5}{2}$		2,250
2 T 3 winning cards	$\frac{5\cdot4}{2} \times \frac{6\cdot5\cdot4}{2\cdot3}$		200
1 T 4 of above 15 cards	$5 \times \frac{15\cdot14\cdot13\cdot12}{2\cdot3\cdot4}$	6,825	
1 T 3 of above 15 cards 1 winning card	$5 \times \frac{15\cdot14\cdot13}{2\cdot3} \times 6$	13,650	
1 T 2 of above 15 cards K A and winning B or C	$5 \times \frac{15\cdot14}{2} \times 1 \times 5$		2,625
1 T 2 of above 15 cards K Q B	$5 \times \frac{15\cdot14}{2} \times \frac{2\cdot1}{2}$	525	
1 T 2 of above 15 cards K or Q B 1 winning C	$5 \times \frac{15\cdot14}{2} \times 2 \times 3$		3,150
1 T 2 of above 15 cards 2 winning C	$5 \times \frac{15\cdot14}{2} \times \frac{3\cdot2}{2}$	1,575	
1 T 1 of above 15 cards K A and 2 winning B or C	$5 \times 15 \times 1 \times \frac{5\cdot4}{2}$		750
1 T 1 of above 15 cards K Q B 1 winning C	$5 \times 15 \times \frac{2\cdot1}{2} \times 3$		225
1 T 1 of above 15 cards K or Q B 2 winning C	$5 \times 15 \times 2 \times \frac{3\cdot2}{2}$		450
1 T 1 of above 15 cards 3 winning C	$5 \times 15 \times \frac{3\cdot2\cdot1}{2\cdot3}$	75	
1 T K A 3 winning B or C	$5 \times 1 \times \frac{5\cdot4\cdot3}{2\cdot3}$		50
1 T K Q B 2 winning C	$5 \times \frac{2\cdot1}{2} \times \frac{3\cdot2}{2}$		15
1 T K or Q B 3 winning C	$5 \times 2 \times \frac{3\cdot2\cdot1}{2\cdot3}$		10
5 of above 15 cards	$\frac{15\cdot14\cdot13\cdot12\cdot11}{2\cdot3\cdot4\cdot5}$	3,003	
4 of above 15 cards 1 winning card plain suit	$\frac{15\cdot14\cdot13\cdot12}{2\cdot3\cdot4} \times 6$	8,190	
3 of above 15 cards 2 winning cards	$\frac{15\cdot14\cdot13}{2\cdot3} \times \frac{6\cdot3}{5}$	6,825	
2 of above 15 cards K A K Q B	$\frac{15\cdot14}{2} \times 1 \times \frac{2\cdot1}{2}$	105	
2 of above 15 cards K A K or Q B 1 winning C	$\frac{15\cdot14}{2} \times 1 \times 2 \times 3$		630
2 of above 15 cards K A 2 winning C	$\frac{15\cdot14}{2} \times 1 \times \frac{3\cdot2}{2}$	315	
2 of above 15 cards K Q B 1 winning C	$\frac{15\cdot14}{2} \times \frac{2\cdot1}{2} \times 3$	315	
2 of above 15 cards K or Q B 2 winning C	$\frac{15\cdot14}{2} \times 2 \times \frac{3\cdot2}{2}$	630	
2 of above 15 cards 3 winning C	$\frac{15\cdot14}{2} \times \frac{3\cdot2\cdot1}{2\cdot3}$	105	
1 of above 15 cards K A K Q B 1 winning C	$15 \times 1 \times \frac{2\cdot1}{2} \times 3$		45
1 of above 15 cards K A K or Q B 2 winning C	$15 \times 1 \times 2 \times \frac{3\cdot2}{2}$		90
1 of above 15 cards K A 3 winning C	$15 \times 1 \times \frac{3\cdot2\cdot1}{2\cdot3}$	15	
1 of above 15 cards K Q B 2 winning C	$15 \times \frac{2\cdot1}{2} \times \frac{3\cdot2}{2}$	45	
1 of above 15 cards K or Q B 3 winning C	$15 \times 2 \times \frac{3\cdot2\cdot1}{2\cdot3}$	30	
K A K Q B 2 winning C	$1 \times \frac{2\cdot1}{2} \times \frac{3\cdot2}{2}$		3
K K or Q B 3 winning C	$1 \times 2 \times \frac{3\cdot2\cdot1}{2\cdot3}$		2
K Q B 3 winning C	$\frac{2\cdot1}{2} \times \frac{3\cdot2\cdot1}{2\cdot3}$	1	
		46,779	19,001

XV.—Two trumps, Knave in each of the other suits.

Case calculated
Hearts trumps



Leads one of the Knaves.

Possible hands for D		L wins	D wins
Three or more trumps			2,206
2 T 3 of 15 cards (low A low B low C)	$\frac{5\cdot4}{2} \times \frac{15\cdot14\cdot13}{2\cdot3}$	4,550	
2 T 2 of above 15 cards 1 winning card	$\frac{5\cdot4}{2} \times \frac{15\cdot14}{2} \times 6$		6,300
2 T 1 of above 15 cards 2 winning cards	$\frac{5\cdot4}{2} \times 15 \times \frac{6\cdot5}{2}$		2,250
2 T 3 winning cards	$\frac{5\cdot4}{2} \times \frac{6\cdot5\cdot4}{2\cdot3}$		200
1 T 4 of above 15 cards	$5 \times \frac{15\cdot14\cdot13\cdot12}{2\cdot3\cdot4}$	6,825	
1 T 3 of above 15 cards 1 winning card	$5 \times \frac{15\cdot14\cdot13}{2\cdot3} \times 6$	13,650	
1 T 2 of above 15 cards 2 of 6 winning cards*	$5 \times \frac{15\cdot14}{2} \times 3$; $5 \times \frac{15\cdot14}{2} \times 12$	1,575	6,300
1 T 1 of above 15 cards 3 of 6 winning cards	$5 \times 15 \times \frac{6\cdot5\cdot4}{2\cdot3}$		1,500
1 T 4 of 6 winning cards	$5 \times \frac{6\cdot5\cdot4\cdot3}{2\cdot3\cdot4}$		75
5 of above 15 cards	$\frac{15\cdot14\cdot13\cdot12\cdot11}{2\cdot3\cdot4\cdot5}$	3,003	
4 of above 15 cards 1 of 6 winning cards	$\frac{15\cdot14\cdot13\cdot12}{2\cdot3\cdot4} \times 6$	8,190	
3 of above 15 cards 2 of 6 winning cards	$\frac{15\cdot14\cdot13}{2\cdot3} \times \frac{6\cdot5}{2}$	6,825	
2 of above 15 cards 3 of 6 winning cards†	$\frac{15\cdot14}{2} \times 8$; $\frac{15\cdot14}{2} \times 12$	1,260	840
1 of above 15 cards 4 of 6 winning cards‡	15×12; 15×3	45	180
5 of 6 winning cards	$\frac{6\cdot5\cdot4\cdot3\cdot2}{2\cdot3\cdot4\cdot5}$	6	
		45,929	19,851

* King and Queen of each of three suits may be combined in pairs in $\frac{6\cdot5}{2}=15$ different ways; of these, twelve ways will contain different suits, and three ways will be both of same suit. In this case, when they are different suits, D wins; when the same, L wins, and the numbers have been divided accordingly.

† The same cards, taken in threes, give $\frac{6\cdot5\cdot4}{2\cdot3}=20$ combinations, of which twelve are for L, eight for D.

‡ Taken in fours, there are $\frac{6\cdot5\cdot4\cdot3}{2\cdot3\cdot4}=15$ combinations, three for L and twelve for D.

CHRISTMAS AND NEW YEAR CARDS.

We have received, from Messrs. De La Rue, their Book of Patterns. Although it is not quite in our province to notice these productions, as not strictly appertaining to games of skill, we cannot help informing those of our readers who desire to give pleasure to their young friends that, for variety, good taste, beauty and fun, we have not seen any Cards equal to these.

DRAMATIC NOTES.

THE fortnight succeeding Cattle Show and preceding Boxing night is what reporters would call a "crucial" test for the theatres, and it is not surprising to find that some of them are unable to bear up against the indifference of the public. Plays are abandoned altogether, or their performance is "suspended" until Boxing night, as, for instance, in the case of *Buckingham*, which, however, is described as a genuine success. Opera bouffe has especially felt the keen wind of adversity, and we are able to record, with much satisfaction and some astonishment, that at the present moment not a single specimen of the article is to be obtained in London. Thus fashion changes faster at the theatre than at the milliner's, for whilst it has taken fifty years for ladies to return to the coal scuttle bonnet, opera bouffe has not been introduced for more than five. The Royalty Theatre is closed, the Park turns to pantomime, the Criterion changes spurious opera bouffe for spurious domestic pathos, in the shape of *Old Phil's Birthday* (since abandoned for *Brighton*). The Philharmonic engages Mr. Emmett, of Fritz celebrity. At the Lyceum the public has endorsed the verdict of the critics on Mr. Irving's Macbeth, which is to be replaced by Hamlet, so much better suited to the actor's peculiar gifts. At the Opera Comique Mr. Burnand, whose accession to the ranks of management was to be the signal for an era, elevated, enlightened and refined, who was to do for playgoers the wonderful things which certain of the political public expected of a Conservative Government, abandons originality, and falls back upon two revivals, which make his programme a copy of that of the Royalty under Miss Oliver's management. We did not expect three pints to the quart, or whatever its theatrical equivalent may be, from Mr. Burnand, but we looked for something more novel than *Black Eyed Susan*, *Meg's Diversion*, and Mr. Craven, who is so often called in as tinker to weak enterprises. It was perhaps for this reason, that Mr. Craven's services were required elsewhere, that the Queen's Theatre collapsed suddenly, after only a fortnight's run of the *White Cat*. Assuredly the public is incomprehensible. Here is a play, with the Parisian stamp of success upon it, with the original scenery and effects brought over for the occasion. What more ought to be required for a triumph in London, where the critics have declared that everything of French origin is good, and most things English bad? And yet the public declare the play to be as dull as an old French tragedy, the scenery to be shabby, and the mechanical effects to be childish. Well but, say the critics, the best parts of the dialogue, the indelicate parts, the parts which made the play a success in Paris, are left out of the English version; so that nothing but a fiasco could be expected. Exactly so, Messieurs the critics, and your arguments come to this, that French plays cannot exist or succeed without indelicacy. Take that away, and nothing remains. This is the logical deduction from your theories, but we do not say that those theories are sound or just to the French stage. At the same time it may be said that the *White Cat*, even in its expurgated form, might have enjoyed a moderate success if the scenery had been new, if the scene shifters had been put to rehearsal, if the female performers had not been chosen on the mere cattle show principle of large joints, and if the weather had not been altogether dreadful. A Sunday critic calls the *White Cat* a satire on the English observance of Boxing night. But when we consider that the *White Cat* succeeds in France, and fails in England, and that the dullest pantomime ever produced is lively in comparison, the conclusion is inevitable that this critic displays more courage than judgment in his opinions.

Pantomimes do not usually call for remark, but it may be noticed that the chief houses have abandoned the practice of long advertisements containing a synopsis of the scenery, and the sayings and doings of all the characters. An immense amount of capital is sunk in these ventures, and a pantomime of the day usually fills the pockets of a manager, or nearly ruins him. The pantomimes at Drury Lane, Covent Garden and Sanger's are probably safe to return a large profit, without advertisements. It is true, that the Messrs. Sanger appeal to mothers with this announcement, "N.B.—This pantomime is strictly moral; no indecent dressing," but to the mothers who happen to read these Papers, we would say, that for the last few years, the pantomime at Drury Lane has been, to our thinking, not only the liveliest, but also the best dressed, in the sense of being the most dressed. The Vokes family are conspicuous by their good taste as well as by their talents. The three theatres above-mentioned alone, of those within a mile of Charing Cross, give pantomime proper, but a curious production, which ends as a pantomime although it begins as a comedy, has been seasonably put up at the Gaiety. This is called *Tottles*, and is written by Mr. Byron for Mr. Toole. To say that Mr. Byron has written plenty of funny dialogue in this, his last new play, is merely to name the author. But *Tottles*, besides being funny in dialogue, and weak in construction, like so many of Mr. Byron's plays, is remarkable in two points. First, as we have said, Comedy is abandoned after two acts, and the third is pantomime; secondly, Mr. Byron is the first dramatist, so far as we know, who has given an illustration of the law of divorce. Mr. Toole, and it is another odd feature of the case that the principal low comedian of the stage should be chosen to illustrate rather a serious matter, engages himself to a lady in the first act of *Tottles;* in the second he is married to her, in the interval between the second and third he is divorced from her, and in the third act he

engages himself again, to another lady. It may be that Mr. Byron, reflecting that he was playing with fire, and bringing Mr. Toole into uncongenial situations, took advantage of Christmas time, and finished up *Tottles* as a pantomine. It is well known that the humours of the harlequinade are extinct, that the fun of a patomime is now always in the opening, and that a clown of the school of Grimaldi, Tom Matthews, and Flexmore is scarcely to be had. Lovers of the past then, and lamenters of the decadence of pantomime, cannot do beter than go to the Gaiety. The third act, or harlequinade, of *Tottles* is really and genuinely amusing, and we mean no disrespect to Mr. Toole in saying that he is better fun than any clown of the period. Very young playgoers are the best judges in these matters, and some boys near us, on the first night of *Tottles*, who looked exceedingly bored during the first two acts, laughed considerably over the third.

Two new plays call for notice, *Buckingham* and *Broken Hearts*. In each case the author is a man of talent, but *Buckingham* fails because Mr. Wills allows himself to be ruled by a crotchet. It will be recollected that when Mr. Wills brought out *Charles the 1st* at the Lyceum, objection was taken to his hostile delineation of Cromwell, whom he drew as a coward and traitor. This, however, was in a great measure condoned or overlooked in the fact that the attention of the audience was concentrated on Mr. Irving as Charles the 1st, and that Charles himself is a privileged character in history for purposes of sentiment. Shortly afterwards was produced, at the Queen's, the *Cromwell* of Colonel Richards, in which the hero (finely acted by Mr. G. Rignold) was made improbably good, as in *Charles the 1st* he was unnecessarily bad. Another contrast between the two authors is that, whilst Colonel Richards could not confine his abundant dialogue and redundant under-plots within reasonable limits, Mr. Wills, both in *Charles the 1st* and *Buckingham* has to eke out a sparse story with voluminous padding. It may be in revenge on Colonel Richards that *Buckingham* is written, in which, without the advantage of a popular hero to take off attention from Cromwell, the latter is shown in still worse colours than in *Charles the 1st*. We submit that this is both a blunder and a crime. It is a blunder, seeing that, for purposes of dramatic contrast, it would have been better to have both a Cavalier and Roundhead actuated by noble, if mistaken impulses, instead of making the first all angel, the second all devil. It is a crime to make the drama a vehicle for the perversion of history, not in the innocent way of creating a mythical hero of any period, and making him behave as you please, but in taking actual personages of history, and altering their conduct and character to suit the exigencies of a play. It must surely be conceded that beauty in anything ceases to exist when allied with falseness. The liberty of the historian, poet or dramatist must, when unbased on truth, descend to the dissyllabic word of licence, and so on alliteratively to a monosyllable which we will not write. *Buckingham* seems to us not only to be spoilt by its want of truth, but also to be devoid of any particular merit as a mere stage play, and yet it has been described in one quarter as containing elevated sentiment. Where is this to be found? In the scene of the mock bride, where the innocent girl is ruthlessly sacrificed; in the last act, where Buckingham indulges in indecent exultation with the body of the dead Cromwell still warm in the next room; or in those final words where Buckingham says that the truncheon of England's power has dropped from the feeble hands of Cromwell to be grasped by the strong hands of Charles the 2nd!!

Whilst little respect is due from the critic to the cross-grained imagination of Mr. Wills, the new play by Mr. Gilbert, *Broken Heart*, is of a kind that must be approached with respect, and criticised with reverence. Of all contemporary dramatists, Mr. Gilbert is he who has succeeded best in the highest endeavours. Better playwrights could be named, but Mr. Gilbert has no rival in the peculiar line he has chosen, of pointing a moral and conveying a satire. He has been wise, we think, in publishing a selection from his plays, for though portions of his dialogues may lose by being read in the study, instead of being recited on the stage, yet the weakness and inconsistencies of construction, which, in instances, alone prevent Mr. Gilbert's works from being perfect plays, are less observable in this form. *Broken Hearts* is replete with passages of great beauty; the verse is melodious, Saxon, and, as it should be, adorned by short words. The story is pathetic, although not tragic, as it ends with a marriage imminent; and, so far as we can discover, there is no veiled satire in it. In this it differs from its fairy predecessors, *The Palace of Truth*, *Pygmalion and Galatea*, and *The Wicked World*, in all of which the wickedness and folly of certain human institutions were satirised and censured under the convenient veil of fairy lore or mythology. It might be asked then, why *Broken Hearts* should be put out of this century and this country at all? why, if it is merely a pathethic story after the kind *On ne badine pas avec l'amour*, modern dress, and prose dialogue would not be as effective as blank verse and doublets and hose. The answer may be, that whilst Mr. Gilbert has always succeeded in his fairy satires, he has more than once failed to strike home with his modern dramas. As the surplice in the parson, the wig in the judge, inspire us with a respect for their homilies and judgments, which would not be accorded to them if they were delivered in plain clothes, so the censure and sarcasm conveyed in his *Palace of Truth* made its mark, whilst that in *An Old Score* was resented. *Broken Hearts* suffers in this, that it is not exactly one style nor the other, but a combination of both. Whatever of the supernatural there is in the beginning and progress of the play completely vanishes at the close, so far as the interest is concerned, which is purely earthy and solid. This appears to us an imperfection in the idea of the play, and as to the construction, the observer is irritated by noticing that what at first appear to be parts of the plot turn out to be episodes, and further, episodes that come to an abrupt end without being merged into the main story. Thus, the mirror of the Lady Melusine,

which is to her what the dial is to Vavir, and the fountain to Hilda, is introduced only to be at once abandoned; and, more important, the episode of the dwarf and the veil of invisibility, by which he secures from Hilda a promise of marriage, absolutely comes to nothing, for it has not the smallest influence on the ending of the story. In saying this we do not overlook the stinging satire in this episode, for in the fraud by which Hilda obtains the veil from the dwarf is pointed out the conduct which is held to be lawful by a lady in love—or in hate. The title itself, *Broken Hearts*, is only sound on the improbable assumption that Vavir and Mousta are the chief characters. If, as seems more natural, Florian and Hilda, the characters taken by Mr. and Mrs. Kendal, are the leading personages, the title does not apply to them: for, after they have shed sufficient tears over the grave of Vavir, and given a decent burial to the dwarf, the presumption is that they sail away with their companions and live happily ever after. These are the slight objections which we offer against *Broken Hearts*, which, in spite of them, is a noble play, that every true playgoer should not fail to see. The acting is almost worthy of the play. Mrs. Kendal has always been successful as Mr. Gilbert's heroines, and would be more so if she did not too plainly show her art. She lacks the one touch of nature which Miss Hollingshead, as Vavir, possesses, and the two ladies might exchange some of their qualities with advantage to both. The promise which Miss Hollingshead displayed in *A Nine Days' Wonder* is fulfilled in *Broken Hearts;* acting sweeter, more natural, or more ingenuous is not to be seen in London, and if Miss Lydia Foote occurs to us as being well qualified for equal success, it is fair to say that Miss Hollingshead has the advantage in point of youthfulness. Her drawback—one that can easily be remedied—is, that she speaks her pathetic lines too much in the voice of a child; and this may perhaps be unconsciously influenced by the supernatural glamour which is over the story. No less praise is due to Mr. Anson, in the part of the dwart. He keeps the rough passion belonging to the part well in hand, and never allows it to run riot. And Mr. Kendal, as Florian, is what few other actors could be in a similar character,—at once picturesque, manly, and tender.

ANSWERS TO CORRESPONDENTS.

CHESS.

J. N. B. (*Boston Globe*).—We have forwarded the WESTMINSTER PAPERS, and shall be glad to exchange.

A. E. STUDD.—Very ingenious.

T. M. BROWN (St. Louis).—Many thanks for the problems, such expressions of friendship between English and American Chess being especially satisfactory at a time when other relations in the Chess world are anything but promising.

J. STONEHOUSE (Sunderland).—We are pleased to number you amongst our contributors, but have only had time to examine one of your problems, so far. It seems correct, and is published in the present number.

G. J. S.—Letter received, and noted. Thanks for the last contribution.

H. JAMES.—Thanks, we will try and find room for them next month.

C. R. B. (Dundee).—Accept our thanks for your welcome letter, we shall give due honour to the problem.

J. C. (Gateshead). A. P. B. (New York).—Games and manuscript received as we go to press.

WHIST.

A. C.—If the fourth player plays before the second, the second may be required to win or not to win the trick. If second player has not one of the sort, he must trump if he be required to win.

Z.—It is a revoke.

ECARTÉ.

CAPT. L.—The hand: H 8 (trump), S 8, D A, Kv, C Kv. The above is, I believe, a recognised stand hand, and I have betted on the result. Score love.—*Ans.* The odds on the odd trick are not quite 8 to 5, and it is not, therefore, a stand hand.

W. W.—We cannot undertake to calculate the odds about every hand. The hand: Trump 10 9, Diamond Ace, Club 10 9, is so nearly calculated already, that you surely might make the necessary allowance. Example 7 is Trump 8 7, Hearts 1 9, Spade Knave. In your case you get the advantage of Trump 10 9 against Trump 8 7. The 10 and 9 in the plain suit are the same in both cases, and the Diamond Ace is one pip below the Club Knave. In the case calculated, the odds are 43,478 to 22,302 and in your case the odds must be more than that.

Those of our Readers who have not yet paid their Subscription will oblige by forwarding the Amount to W. W. Morgan, 67 Barbican.

The Westminster Papers.

1ST FEBRUARY 1876.

THE CHESS WORLD.

THE "Ides of March"—that is to say of January—have come and gone, and still the Mock Cæsar of our mimic world goes at large, unscathed by Brutus. This is, of course, a subject for much rejoicing to every one, for in may be seen exemplified the inestimable advantage of a modern principle—every man his own Soothsayer. When Herr Steinitz fixed some time in January as the period of his encounter with the English player, Blackburne, he was superior to Cæsar, and to Fate as well; forewarned is forearmed, and if we may be allowed to cumulate apothegms, thrice is he armed who will not fight at all. If his enemy is of the same way of thinking, he is as safe as the least combatant of his species, and though, as a consequence, our mimic world is something the poorer, in examples of gallantry it may be congratulated upon its augmented experience of Humbug. Whether any meeting will take place or not, it is impossible to say, for such is the mystery attending the preliminary arrangements, that outside of the peculiar circle in which the professional players consort nothing definite is known. Some people are disposed to impugn the *bonâ fides* of one player, some are distrustful of both, but we believe the cause of delay may be ascribed to a desire on the part of the players to secure the games for publication in some special paper. From that standpoint the wildest suggestions have, it is said, been offered to the players and their "Backers"—ranging, indeed, from a legislative alteration of the law of copyright to a proposal to register the moves in the games, under the Patent Rights Act. It is understood that the highest legal opinion has been invoked, upon the practicability of the last suggestion, but the oracle has not yet solved the knotty problem, and the Cabinet Ministers are so deeply absorbed in the consideration of Mr. Boucicault's appeal in behalf of the incarcerated Fenians that there is little hope of any amendment of the law of copyright in the interests of professional Chess players being proposed next Session. The most entertaining part of all this fuss is, the self-consciousness of the principal actors. In the contemplation of the greatness of great Chess players, which is habitual to them, they appear to have lost all sense of the ridiculous, and the narrowness of the border which divides that quality from the sublime. When they profess exclusive devotion to Caissa in publications, also "exclusively devoted," they are sublime; when that devotion is measured out to the world at so many pennies a move, they are ridiculous. There we might with propriety leave them, but it is only fair to the English player to observe that, as he has never exploited any pretensions to sublimity, he may be acquitted of the meaner charge. Like Malvolio, he occasionally puts himself into the "trick of singularity," but he needs no stronger medicine than Olivia's prayer, "heaven restore thee."

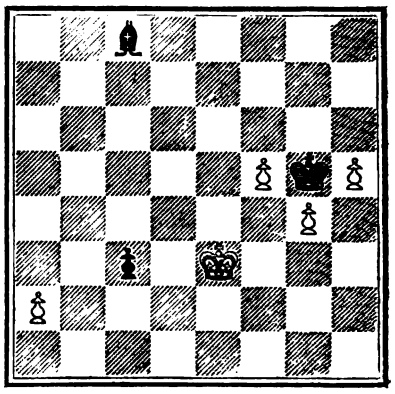
An article upon the intellectual qualifications for Chess playing, which appeared in the *Spectator* of the 9th ultimo, excited much attention among London Chess players. Briefly stated, the writer's conclusion is that no intellectual qualifications are necessary, except "an extraordinary power of so conceiving space, and the various divisions of space, and the relative positions of objects situated in it, as to realize completely how the change of any one object alters the reciprocation of all, without verifying this by actual eyesight." Every Chess player will recognise the qualification here described as one necessary to playing Chess with any pretensions to skill, but when the writer goes on to say that it is the only qualification required—that there is no reasoning faculty exercised by the player in the choice of his moves—it is obvious enough that he is very imperfectly acquainted with his subject. His argument implies that at any point in a game of Chess there is but one, or at all events few, moves or series of moves at the choice of the player, and that the mere power to see the positions resulting from these moves enables him to determine which is the best to strive for. There is an old proverb that "seeing is believing," but we have no such hoary authority for the *Spectator's* proposition that seeing is understanding also, and we are not at all inclined to accept it as truth, or even to treat the article in which it is embodied very seriously. The writer appears to us to have derived his knowledge of Chess playing from a study of feeble Chess problems, because in these we find just such conditions as he appears to consider exist in the game. In a Chess problem, every possible move on the one side is provided for on the other, both attacks and defences being immutably fixed by the inventor, and the

solver is assured, at the outset, that a fixed result—checkmate or a draw—can be attained after a definite number of moves. When such positions occur in play the game is finished, and the great Chess player, as a rule, "looks into space" for his fee of a shilling. We have never been very warm adherents of the doctrine or dogma that great Chess players are necessarily superior to the rest of mankind, and have often felt the "barbed reproach of friends" for what they considered our heresy. For all that, we have a certain sort of respect for the Moralities of Pope Innocent and Doctor Franklin, and—it may be weakly—believe, with these ancient lights, that several valuable qualities of the mind are to be acquired and strengthened by the practice of Chess. We know well enough, of course, that in a great many notable cases—the great Austrian, Herr Zegovina, for instance—these very valuable qualities of the mind are reserved "exclusively" for the Chess board, and are never exercised in any useful way by the lucky possessors, but our faith in the Moralists remains unshaken, for we believe that neither Pope nor Doctor anticipated such a being as an "exclusive" Chess player when they penned their Moralities. But, with all his faults, the great Chess player is not the idiot conjured up by the *Spectator*, and his intellectual qualifications would probably surprise our contemporary if he encountered him over the Chess board.

The new rooms of the City of London Chess Club, at the grand Cáfe Restaurant, 74 Ludgate Hill, will be opened on the 16th instant, when the annual general meeting of the members will be held. The City of London, freed from the discordant elements that previously disturbed it, is now the pleasantest club in London for amateurs, and in its new quarters is likely to have a larger accession of members. The handicap tournament is progressing satisfactorily, and the annual dinner—the Chess event of the year—will take place early in March.

At the West End Chess Club, the tourney, on even terms, between the members, first-class players excluded, seems fairly reduced to a struggle between Messrs. Ballard, Martin and Eccles, and the handicap tourney has entered the third round. On Saturday, the 22nd ultimo, Mr. Blackburne was engaged by the Committee for one of his exhibitions of blind-fold play. The eight gentlemen who opposed him on the occasion were all defeated in this player's customary brilliant style.

BLACK.



WHITE.

The instructive position in the margin occurred in a game between two amateurs, played at the Divan a few weeks ago, and at the point noted, Black having the move, it was mutually agreed to be drawn. Mr. Boden, who happened to be a spectator, pointed out that Black could win by playing B to Q R 3, and retaining it on the diagonal between that square and K B 8, when all White's Pawns must fall if he moves them, and should the King move away the Black Pawn may be promoted to a Queen at once. We commend this curious position to the study of young players.

Our old friend, the *Chess Player's Chronicle*, made its appearance on the 15th ultimo, with a fresh face. It is rejuvenant in something more than appearance, too, for the matter it contains does not belie the promise of vigour held forth on the outside. The most notable contribution in the present number is a poem on the career of Paul Morphy, by Sheriff Spens, of Hamilton—a graceful tribute to the most remarkable Chess genius the world has ever seen. The Greenhorn's Notes of a visit to the Glasgow Chess Congress comes too many days after the fair to excite the attention such a clever sketch deserves. The other contents consist of a summary of Chess news, with special attention to the provinces, games, and problems.

The *London and Brighton Magazine* begins its Chess career with six problems, and the Editor offers a prize—Pierce's Collection of English Problems—for the best problem contributed to his department during the current year. For the solver of the most problems during the same period, a prize is also provided, to the value of half-a-guinea, and a correspondence tourney is announced to be in course of arrangement.

La Stratégie opens the new year with the notable declaration :—"Au commencement, Dieu créa le jouer d'Echécs et le voyant si faible, il lui donna la Dame." It is a comfort to find—for we do not like our most cherished convictions in favour of Dr. Forbes to be assailed in this way—that the author of the new theory of the origin of Chess professes no more heavenly inspiration than the unpublished statements of a partially famous and wholly nameless statistic monger of Wurtemburgh. We miss this month the usual contribution of the veteran M. Delannoy, a writer whose graceful style and genial humour has enriched the pages of our clever contemporary for so long a period.

The *Nuova Rivista degli Scacchi* for January announces a problem tournament open to all nations. Three problems of the ordinary kind without special conditions will be required, in two, three and four moves respectively, and they must be received by the editors of the *Nuova Rivista degli Scacchi*, 35 Via Vittorio Emanuele

Livorno, on or before the 31st of July 1876. The problems, with the fullest solutions, are to be endorsed with a motto, and a separate envelope, containing the author's name and address, must accompany them. A committee of amateurs, taking no part in the tourney, will be nominated to award the prizes, of which there will be three, viz. :—

1st prize.—A Silver Cup.
2nd prize.—A valuable Chess Board and Pieces.
3rd prize.—A copy of Alexandre's Collection of Problems.

The problems will be published in the *Nuova Rivista* before the award is made. From our contemporary we learn that a match by correspondence, consisting of two games, has been commenced between Bologna and Livorno. The Livorno Chess players are also engaged in a tourney. They are divided into three classes, and the prize is a work upon the Chess Openings, presented by Signor G. Luca Mimbelli.

The December number of the *Nordisk Skaktidende* brings the third volume to a close. We are glad to note the success of this very ably conducted journal, and wish it a long continuance of it. In the number under notice, Mr. Sorensen's criticisms of the B. C. A. prize problems are brought down to the sixth set, and there is a special commentary on the set *Es ist ja so schwer*.

Mr. Bird arrived in New York on the 8th December, and notwithstanding that his performances have fallen short of the expectations his European renown excited, they have created a *furore* among our Cousins, to find a parallel for which, we must go back to 1857. Most of the leading journals of the Empire City have devoted special articles to his personal history and his Chess career, and he has been depicted in the *Daily Graphic* in the act of studying a Chess problem with Captain Mackenzie. The *Sun*, which hails him, in large capitals, as "the man who has held his own with the greatest players," describes him as "short, stout, and florid, resembling in appearance a Captain of a merchant vessel," and the *Herald* praises his easy manners, and notes his "fluffy" whiskers. Amid all these personal details, it is gratifying to observe the thoroughly cordial, and therefore thoroughly American welcome, given to an English amateur of Chess. Among the Chess fraternity he has been most heartily received—the number of letters addressed to us on the subject bear witness to the interest taken in his fortunes, and the kindly tone of the Chess journals in recording his defeat by Mr. Mason is as honourable to them as it is gratifying to Mr. Bird's friends on this side of the ocean. Mr. Mason's victory appears to have been the easiest thing that has occurred in Chess matches since the Morphy period. In a set match for a purse of 100 dollars, in which nineteen games have been played, the English amateur only scored four, the American winning with a score of eleven, four being drawn. It is difficult to account for such a signal defeat without appearing to depreciate the skill of Mr. Mason, and that we have no desire to do, even in appearance; but it is only fair to Mr. Bird to mention that several correspondents assure us he was suffering from a severe attack of sciatica during the progress of the match, and that, on one occasion, he was unable to return to his hotel, and was obliged to pass the night at the Café Cosmopolitan, where the match was played. The best witnesses, however, are to be found in the games themselves, which, through the prompt courtesy of several correspondents, we are enabled to print in the present number, and these we leave to Herr Zukertort and our readers. Before entering on the set match with Mr. Mason, Mr. Bird played a series of games with Mr. Alberoni, a French amateur, who, for some time past, has been tilting with every player of note in the States. Forty games in all were contested, of which three were drawn, nineteen were scored by Mr. Bird, and eighteen by Mr. Alberoni. A selection from these games will appear in our next number.

Mr. J. T. Palmer, the Honorary Secretary of the Hull Church Institute Chess Club, courteously sends us the following account of the third match between that Association and the Chess Club of the Hull Literary Institute, which was played on the 18th ultimo.

The third match between the Church Institute and the Christian and Literary Institute Chess Clubs, was fought in the commodious Chess room of the latter. The balloting for pairs, and scores resulted as follow :—

Church Institute.			Christian and Literary Institute.	
Won.		Drawn.		Won.
0	W. W. Bean	0	F. W. Walton	2
2	H. Dixon	0	T. Gregson	0
2	W. Drury	0	S. Gilder	0
1	G. W. Farrow	0	J. Gregson	1
1	J. Holmes	1	H. Stonehouse	0
2	J. G. Mart	0	G. Ramsay	0
1	R. Morris	0	D. Sargent	1
0	J. T. Palmer	0	R. H. Philip	2
0	W. E. Trumble	0	G. J. Gresham	2
9		1		8

The Church Institute thus won by a single game. Mr. Mart was the first to score a win, and the final game, which was greatly in favour of Mr. Holmes, was given up as a draw. Twelve of the players, with the glorious uncertainty of the ballot,

were rather unequally yoked, so that their play was of a one-sided character. The remaining players were evenly matched; their games were close and interesting. Play commenced at 7.30, and concluded at 10.30 p.m. The previous matches resulted as follows:—First match: Church Institute, eleven games; Young People's, four games and one draw. Second match: Church, thirteen games; Young People's, seven games and four draws.

Although Mr. Bird has received a large share of attention from the Chess journals of the States since his arrival in New York, he has not entirely monopolised it. Two new problem tournies, open to all the world, have been organised by the *Detroit Free Press* and the *Hannibal Courier* respectively, and Chess columns have been opened in the *Chicago Tribune* and the *Maryland Union*. The *New York Clipper* has published the final conditions of the Centennial Problem Tourney; these are substantially as already announced in the WESTMINSTER PAPERS. The *Hartford Times*, after a slight appetizer for lovers of problems in the shape of a "double-barrelled four folder," a sort of Chess "cocktail," in fact, furnishes, in the Christmas number, a substantial repast, provided by Mr. Gilberg, of Brooklyn. This, again, is followed up by an elegant New Year's Gift from the same open-handed dispenser of good things. Mr. Alberoni having conquered Ensor at Buffalo, and very nearly defeated Bird at New York, is now tilting with Max Judd at St. Louis, after dropping a challenge to Elder, of Detroit, *en route*. Most of these events deserve more than passing notice. The prizes for the tourney of the *Detroit Free Press* are provided by an anonymous correspondent, who adopts that excellent, but, it must be said, unusual mode of signifying his appreciation of Mr. Bull's Chess column. The amount of the gift is fifteen dollars in gold, and it will be apportioned in three prizes. First 7 dols. 50 cents., 2nd 5 dols., and 3rd 2 dols. 50 cents. The following are the conditions of the tourney:—

First—Each contributor to send two positions, one with the stipulation, "White to play and mate in two moves," the other, "White to play and self-mate in two moves."

Second—The problems to be original, and accompanied with solutions.

Third—Each set must be designated by a motto, accompanied by a sealed envelope superscribed with the motto, and containing the name and address of the author.

Fourth—Problems will be received up to 29th May, after which date the list will be closed.

Fifth—Competition open to all. Problems will be judged simply on their merits—duals to have nothing to do with the matter.

Prizes for solvers will be given by the Editor, but as solutions must be received in Detroit at the expiration of two weeks from the publication of each problem, this competition can have no interest for European players.

We give also here the conditions of the problem tourney in connection with the *Hannibal Courier*:—

HANNIBAL COURIER PRIZE PROBLEM TOURNEY.—For the best Chess problem, conforming to the conditions given below, we offer an elegant silver cup, appropriately inscribed.

For the second best problem, *The Courier*, containing this column, for one year, postage paid.

CONDITIONS:—Problems must be original, hitherto unpublished, *and with the stipulation*, "White to play, and give mate in *three* moves."

The author's solution must be on the *reverse* of the paper containing problem.

Each problem must be designated by a motto, and accompanied by a sealed envelope, superscribed with the motto, and containing the author's name and address.

Problems intended for competition in this Tourney must reach us by 1st June 1876.

Our Tourney is open to the world, and each composer may submit as many problems as he wishes.

Address CHESS EDITOR, *Courier*, Hannibal, Mo.

The *Hannibal Courier* publishes a capital Chess column, and the editor in chief appears to have "put his foot down" upon the luckless "Springer."

In the final conditions of the *Clipper* problem tourney, we note that the question of dual moves is dealt with as in the Westminster Tourney last year. Miron says, "Duals will not absolutely debar a problem, but the judges will rebate the standard of a problem presenting them, according to their flagrancy.

We regret to announce the suspension of the *Maryland Review*, owing to the impaired health of the Editor, Mr. Hanshew. That gentleman has, however, commenced a Chess column in the *Maryland Union*, which promises to take a place among the leading Chess organs of America.

The match between Mr. Judd and Mr. T. M. Brown was won by the former, with a score of seven to three.

The Chess column in the *Brooklyn Review* has been recommenced, under the editorship of Mr. Barrett.

The Christmas number of the *Hartford Times* always contains a special supply of dainties to mark the occasion. In an article brimful of the good feeling proper to the season, Mr. Belden introduces four remarkable problems contributed by Mr. Gilberg. In the first of these the pieces represent the letters M. C. or Merry Christmas, the second gives us, in outline, a Santa Claus stocking, the two last, appropriately enough, the figures 18 and 75. Regarded merely as specimens of Chess strategy, these problems possess considerable merit, but considering the author's difficulties in restricting himself to the form his pieces should present

upon the diagram, they deserve still warmer praise. The New Year's Gift already mentioned comprises two problems representing the figures 18 and 76. These we reproduce for the gratification of our readers :—

"18"

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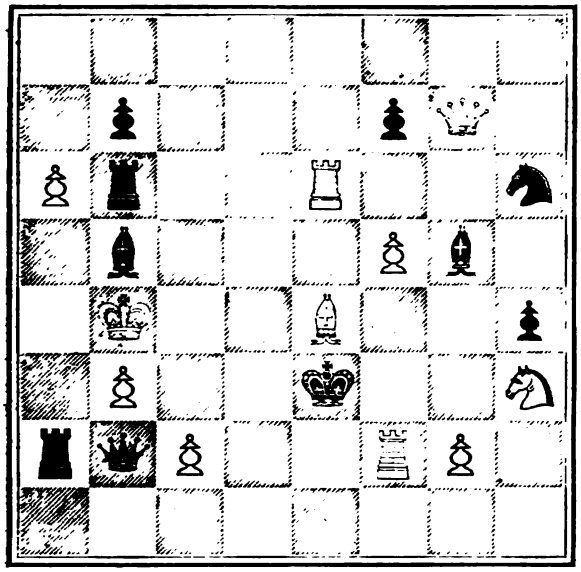

WHITE.

White to play and mate or compel self-mate in two moves.

"76"

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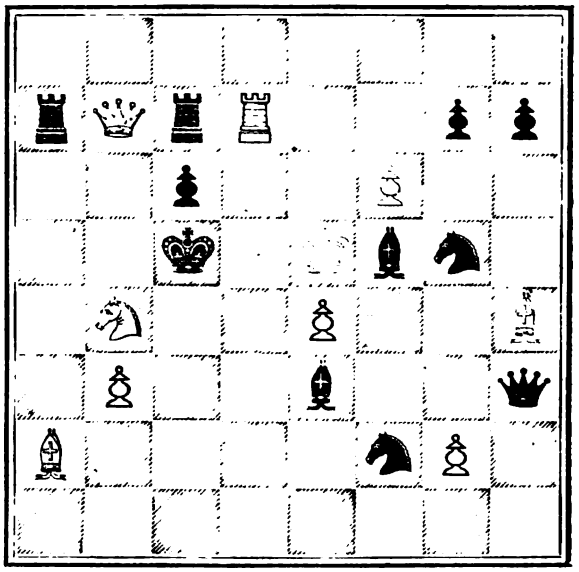

WHITE.

White to play and mate or compel self-mate in two moves.

We do not receive our Australian exchanges with the regularity that marked their arrival a year ago, but from the *Adelaide Observer*, lately at hand, we learn that, in Melbourne, Mr. Burns is playing a series of games against Messrs. Coates and Fleming in consultation, and that the tourney of the Sydney Chess Club is at a standstill. In Auckland the match between Messrs. Lusk and Morton was won by the latter, by seven games to three. A telegraph match between Auckland and Dunedin had been arranged, with thirteen players on each side.

SOLUTIONS OF PROBLEMS.

No. 742.

1 Kt to K 4 — 1 Aught
2 Mates accordingly

No. 743.

1 R takes Q ch — 1 Kt P takes R
2 Q takes Kt ch — 2 Aught
3 R, B or Kt mates accordingly

If 1 Q P takes R
2 B takes Kt ch — 2 Aught
3 Q or B mates accordingly

No. 744.

1 R to Q Kt 2 — 1 P to B 6
2 K R takes P — 2 Anything
3 Mates accordingly

If 1 P takes P
2 Q to K 2 ch, &c

No. 745.

1 Q takes P — 1 R to K B sq
2 R to K B 2 — 2 P takes R
3 B takes B — 3 Anything
4 Mates accordingly

1 B takes Q
2 B takes Kt ch — 2 B to B 2
3 B takes B ch — 3 K moves
4 Mates accordingly

No. 746.

See Problems Reviewed.

No. 747.

1 Q to Q R 7 — 1 B takes Kt
2 Q to Kt sq ch — 2 B to B 8
3 R to Q R sq — 3 P to Kt 6
4 R to Q R 2 — 4 P to Kt 7
5 K to B 4 — 5 K takes Kt
6 Q to R 2 — 6 K move R is mate

No. 748.

1 Kt to Kt 8 — 1 R takes Kt
2 B to B 8 dis ch — 2 R takes R
3 R to B 5 ch — 3 R takes R
4 B to K B 8 ch — 4 R takes B
5 Q to Q 5 ch — 5 K to Kt 3
6 Kt to B 4 ch — 6 K to B 2
7 Q to Q 6 ch — 7 K takes B
8 Q to Q B 7 ch — 8 K takes Q

No. 749.

1 R to K Kt sq — 1 Anything
2 Mates accordingly

No. 750.

1 Kt to Q B 4 — 1 Anything
2 Mates accordingly

No. 751.

See Problems Reviewed.

PROBLEMS.

PROBLEM No. 752.—By A. P. BARNES, New York.

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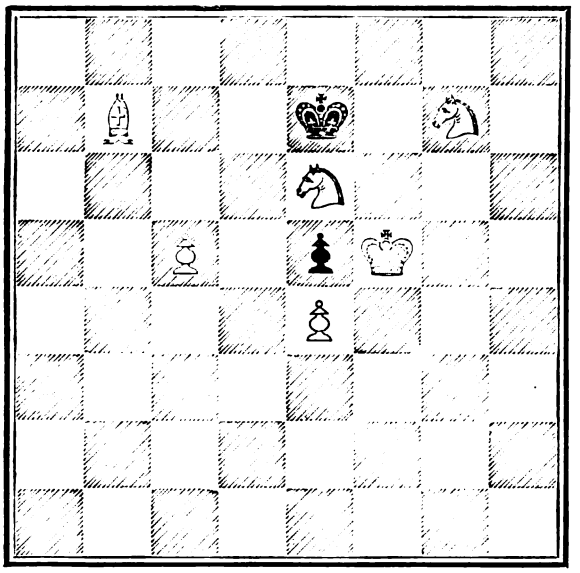

WHITE.

White to play and mate in three moves.

PROBLEM No. 753.—By T. M. BROWN.

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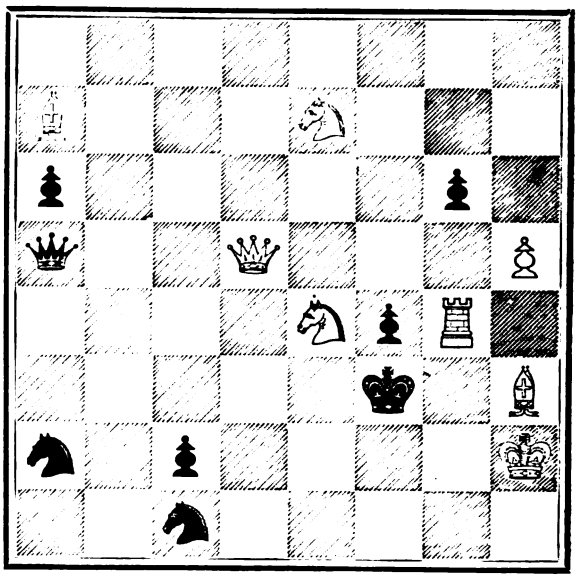

WHITE.

White to play and mate in three moves.

PROBLEM No. 754.—By C. R. BAXTER.

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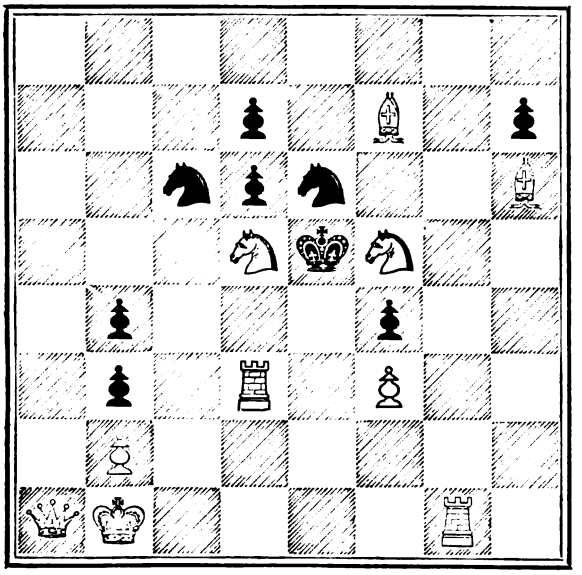

WHITE.

White to play and mate in three moves.

PROBLEM No. 755.—By A. CYRIL PEARSON.

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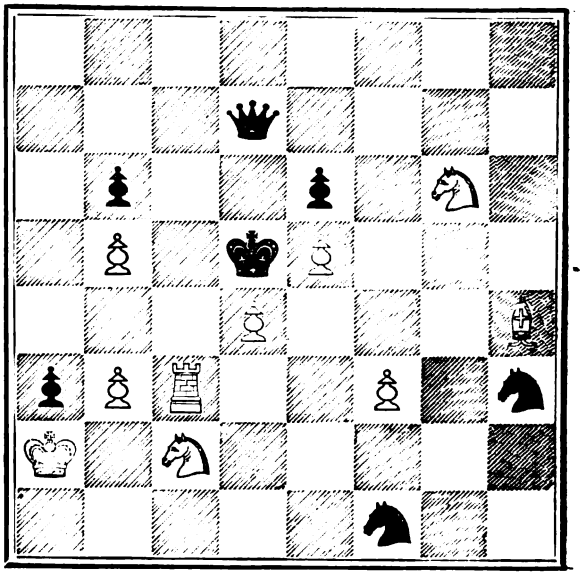

WHITE.

White to play and mate in three moves.

PROBLEMS.

No. 756.—By Dr. Gold.

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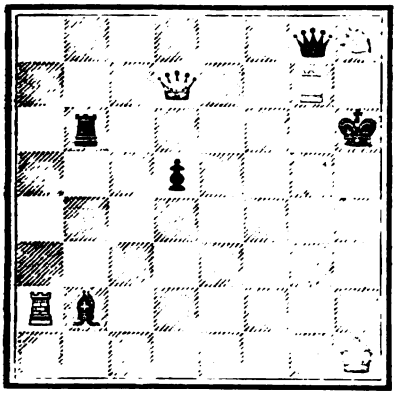

WHITE.

White to play and mate in two moves.

No. 757.—By J. W. Abbott.

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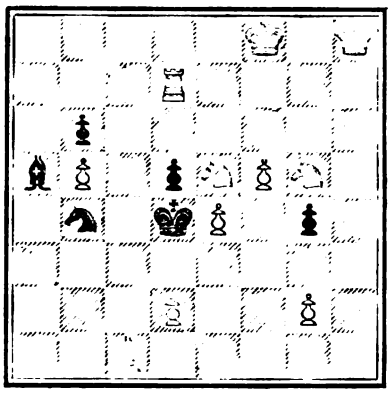

WHITE.

White to play and mate in three moves.

No. 758.—By R. Braune.

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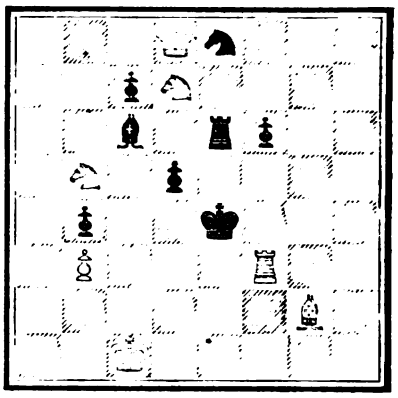

WHITE.

White to play and mate in three moves.

No. 759.—By J. N. Keynes.

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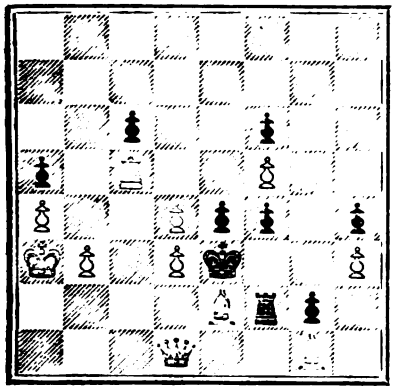

WHITE.

White to play and mate in three moves.

No. 760.—By J. Pierce.

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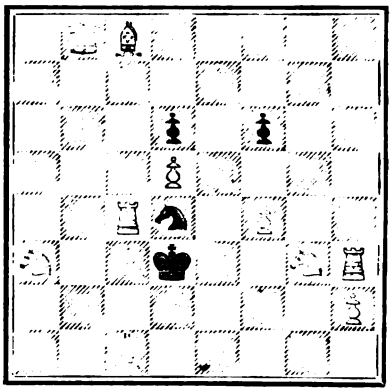

WHITE.

White to play and mate in three moves.

No. 761.—By George J. Slater.

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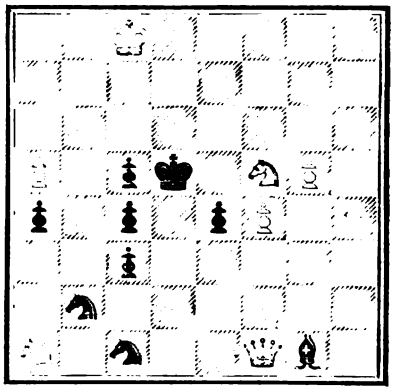

WHITE.

White to play and mate in three moves.

No. 762.—By J. Stonehouse, Sunderland.

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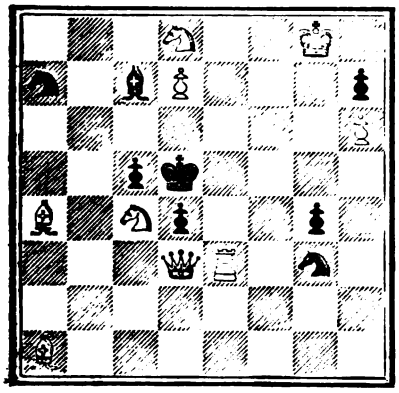

WHITE.

White to play and mate in three moves.

No. 763.—By R. Ormond.

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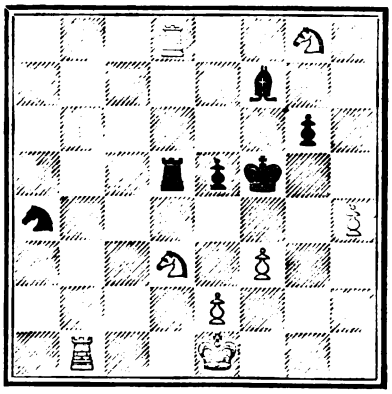

WHITE.

White to play and mate in four moves.

No. 764.—By J. Scott.

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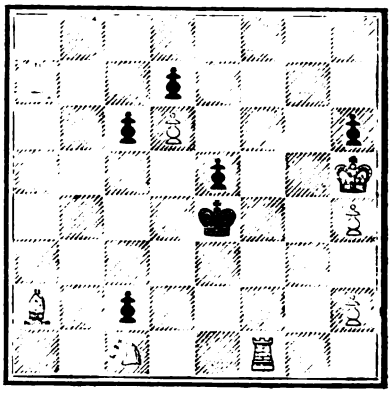


WHITE

White to play and mate in five moves.

GAMES.

Noted by J. H. ZUKERTORT.

The following are the games contested in the match between Messrs. Mason and Bird.

GAME 130.

First in match.

Giuoco Piano.

White. Mr. BIRD.	Black. Mr. MASON.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to B 3	4 Kt to B 3
5 P to Q Kt 4	5 B to Kt 3
6 P to Q 3	6 P to Q 3
7 B to K Kt 5 (a)	7 B to K 3
8 Q Kt to Q 2	8 P to K R 3
9 B to R 4	9 P to Kt 4
10 B takes B (b)	10 P takes K B
11 B to Kt 3	11 Q to K 2
12 P to Q R 4	12 P to Q R 4 (c)
13 P to Kt 5	13 Kt to Q sq
14 Kt to B 4	14 B to B 4
15 K Kt to Q 2	15 Kt to B 2
16 Kt to Kt 3	16 B to Kt 3
17 Kt takes B	17 P takes Kt
18 P to R 4	18 Q to B 2
19 R to Q B sq	19 Castles Q R
20 P to Q B 4	20 Kt to Q 2
21 Q to R 5	21 Kt to B 4
22 Kt takes Kt	22 Q P takes Kt (e)
23 R to Q sq	23 Q to K 2
24 Q to K 2	24 Q to B 3
25 P takes P	25 P takes P
26 K to Q 2	26 Kt to Q 3
27 K to B 2	27 Kt to B 2
28 R to R 5	28 R takes R
29 Q takes R	29 R to R sq
30 Q to Kt 4	30 Kt to R 3
31 Q to K 2	31 Kt to B 2
32 Q to Q 2	32 Q to Q sq
33 P to B 3	33 Q to K 2
34 R to K B sq	34 R to R 2
35 Q to B 3	35 Q to Q 3
36 Q to R sq	36 R to R sq
37 R to R sq	37 R to Q sq
38 Q to B 3	38 K to Q 2
39 B to B 2 (f)	39 R to K R sq
40 R takes R	40 Kt takes R
41 Q to K sq	41 Kt to B 2
42 Q to K R sq	42 K to K 2
43 Q to R 7	43 K to B 3
44 B to K 3	44 Q to B sq
45 K to Q 2	45 Q to Kt 2
46 Q to R 2	46 Q to R sq
47 Q takes Q	47 Kt takes Q

The game was played to the 118th move, and then given up as drawn (g).

Time—Three hours and twenty-five minutes.

(a) I would prefer here 7 P to Q R 4, and if 7 P to Q R 3, then 8 Kt to R 3.

(b) This exchange is certainly not recommendable.

(c) 12 P to Q R 3 was preferable.

(d) 18 P to B 3 followed by 19 B to B 2 was more promising.

(e) 22 Kt P takes Kt would at least leave the chance of an advance in the centre.

(f) 39 R to R 7, 39 K to K sq would not affect the result of the combat.

(g) The seventy following moves must have been conducted in a very friendly spirit, as each player is confined to his half of the board. Limited Knight's tours and peripatetic exercise of the Bishop were pleasantly varied, no doubt, by the solemn walk of their majesties.

GAME 131.

Second in match.

Bishop's Gambit.

White. Mr. MASON.	Black. Mr. BIRD.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to B 4	3 Kt to K B 3
4 P to K 5 (a)	4 P to Q 4
5 B to Kt 3	5 Kt to K 5
6 Kt to K B 3	6 Q B to Kt 5
7 P to Q 4 (b)	7 B takes Kt (c)
8 Q takes B	8 Q to R 5 ch
9 P to Kt 3 (d)	9 P takes P
10 P takes P	10 Q takes P ch
11 Q takes Q	11 Kt takes Q
12 B takes P	12 P to Q B 3
13 R to Kt sq	13 Kt to B 4
14 R to B sq	14 P to K Kt 3
15 B to Kt 3	15 B to K 2
16 P to Q B 3	16 P to K R 4
17 B to K B 4	17 Kt to Q 2
18 Kt to Q 2	18 B to R 5 ch (e)
19 K to K 2	19 Kt to B sq
20 Kt to K 4	20 Kt to K 3
21 B takes Kt	21 P takes B
22 R to K Kt sq	22 K to B 2
23 B to Kt 5	23 B takes B
24 Kt takes B ch	24 K to K 2
25 Kt to R 3	25 Q R to K Kt sq
26 R to Kt 5	26 P to R 5
27 Kt to B 4	27 K to B 2
28 K to B 3	28 P to R 6
29 R to K R sq	29 P to R 7
30 K to Kt 2	30 R to R 5
31 Kt to R 3	31 Q R to K R sq
32 R takes P (f)	32 Kt to K 6 ch

Mr. Mason resigned

Time—One hour.

(a) 4 Kt to Q B 3 is the right continuation; the move in the text is justly decried in the books as very inferior.

(b) 7 Castles is the simplest continuation. 7 Kt to B 3 is also good.

(c) Premature; 7 Kt to Q B 3 was the sounder style, as White dare not take the Gambit Pawn, *e.g.* :—

	7 Kt to Q B 3
8 Q B takes P	8 B takes Kt
9 Q takes B best	9 Kt takes Q P
10 Q to Q 3	10 B to B 4
11 B to Q R 4 ch	

(If 11 B to K 3, 11 Q to R 5 ch &c.);

	11 P to B 3
12 P to B 3	12 Kt to K 3
13 B to K Kt 3	13 Castles

and Black has the much superior position and is a Pawn ahead.

(d) A blunder is pardonable, but this is a mistake which plainly shows that the player lacks any knowledge of the position. The move in the text leaves Black, after the exchange of Queens, with two passed Pawns, that is, a clearly won game, whilst 9 K to K 2 is very favourable for White, *e.g.*:—

9 K to K 2	9 Kt to Q B 3

(9 Kt to Kt 6 ch, 10 P takes Kt &c., is still more in favour of White.)

10 P to B 3	10 Kt to Kt 6 ch
11 P takes Kt	11 Q takes R
12 Q B takes P	12 Castles
13 B takes P	13 B to K 2

13 R takes B would leave White with a Pawn ahead; 13 Kt to R 4, would be followed up by 14 P to Q Kt 4.

14 B takes Kt	14 P takes B
15 Q takes P	15 K to Kt sq

(White threatened 16 P to K 6.)

16 P to R 4

and White's attack is an ample match for the sacrificed exchange.

(e) Loss of time. This move forces the adverse Q R and certainly does not improve the position of his own Bishop.

(f) A blunder, which loses a piece. 32 Kt to B 2 would have enabled White to prolong the contest, but hardly changed its esult.

What a game — pure skill!

GAME 132.

Third in match.

Ruy Lopez.

White. Mr. BIRD.	Black. MR. MASON.
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 Q to K 2	5 P to Q Kt 4
6 B to Kt 3	6 B to B 4 (a)
7 P to Q R 4	7 Q R to Kt sq (b)
8 P takes P	8 P takes P
9 Kt to B 3	9 P to Kt 5
10 Kt to Q 5 (c)	10 Castles
11 P to Q 3	11 Kt takes Kt
12 B takes Kt	12 Kt to Q 5
13 Kt takes Kt	13 B takes Kt
14 R to R 2 (d)	14 P to Q B 3
15 B to Kt 3	15 P to Q 4

to A

16 B to K 3	16 P takes P
17 P takes P	17 P to B 4
18 Castles	18 B to Kt 2
19 P to K B 3	19 K to R sq
20 B takes B	20 B P takes B
21 K R to R sq (e)	21 P to B 4
22 P takes P	22 R takes P
23 B to B 4	23 Q to Kt 4
24 R to K B sq	24 Q R to K B sq
25 Q R to R sq (f)	25 R takes P
26 R takes R	26 R takes R
27 B to R 6 (g)	27 B to R sq
28 B to B 8	28 R to B sq
29 P to R 4	29 Q takes P ch
30 Q takes Q	30 B takes Q
31 B to K 6	31 B to B 6
32 R to K B sq	32 R to B 3
33 B to B 4	33 P to R 4
34 R to R sq	34 K to R 2
35 R to R 5	35 P to K 5
36 R to Q 5	36 P to K 6
37 B to Q 3 ch (h)	37 P to Kt 3
38 R takes Q P	38 P to K 7
39 R to Q 7 ch	39 K to R 3
40 R to K 7	40 B to K 5 (i)
41 B takes K P	41 B takes P
42 R to Q B 7	42 P to Kt 6
43 R to B 4	43 R to R 3
44 R to B 7	44 R to R 7 (k)
45 B to B 4	45 R takes P
46 B to Kt 8	46 P to Kt 4
47 P takes P ch	47 K takes P
48 R to B 5 ch	48 K to Kt 5
49 B to K 6 ch	49 K to R 5
50 B to B 7	50 B to Q 8
51 R to Q Kt 5	51 K to Kt 6

Mr. Bird resigned.

Time—Two hours and twenty-five minutes.

(a) 6 B to Kt 2, as played first by myself, in 1869, against L. Paulsen, and then adopted by Steinitz against Blackburne, in the tie of the Vienna Tourney, is preferable. It frustrates the advance of the adverse Q R P.

(b) Black dare not play P to Kt 5 on account of the rejoinder 8 B takes P ch, and 9 Q to B 4 ch, &c.

(c) The move in the text leads to exchanges which improves Black's game. I prefer 10 Kt to Q sq.

(d) Certainly premature.

(e) To carry the attack against the adverse Queen's side at the proper moment, is one of the finest features of the modern school. In the present instance, however, the doubled Rooks resemble Don Quixote fighting the windmills.

(f) Evidently a mistake. 25 K to R sq was the only, although not satisfactory, move.

(g) An eccentric manœuvre, resulting in the loss of a second Pawn.

(h) If 37 R takes Q P, then 37 P to K 7, winning a piece.

(i) A very pretty move; the Bishop cannot be taken by the Rook on account of 41 R to B 8 ch, and 42 P to K 8 queening.

(k) 44 R to R 5 was more decisive.

GAME 133.

Fourth in match.

Ruy Lopez.

White. Mr. Mason.	Black. Mr. Bird.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 Kt to Q 5
4 B to B 4 (a)	4 Q to B 3
5 Kt takes Kt	5 P takes Kt
6 P to Q 3	6 B to B 4
7 Castles	7 Kt to K 2
8 P to K B 4	8 P to Q 4 (b)
9 P takes P	9 P to K R 4
10 Kt to Q 2	10 Q B to Kt 5
11 Q to K sq	11 Castles Q R
12 Kt to K 4	12 Q to Q Kt 3
13 P to Q R 3	13 Kt takes P
14 B takes Kt (c)	14 R takes B
15 P to Q Kt 4	15 B to K 2
16 Kt to Q 2	16 B to B 3
17 P to R 3	17 B to B 4
18 Kt to B 4	18 Q to B 3
19 P to Q R 4	19 Q R to Q sq (d)
20 P to Q Kt 5	20 Q to Q 2
21 Q to K Kt 3 (e)	21 K R to K sq
22 B to Q 2	22 R to K 3
23 Q R to K sq (f)	23 Q R to K sq
24 Q to B 3	24 R takes R
25 R takes R	25 R takes R ch
26 B takes R	26 B to K 3 (g)
27 Q takes R P	27 P to K Kt 3
28 Q to Q B 5	28 P to Kt 3
29 Q to Kt 4	29 B to K 2
30 Q to Q 2	30 B takes Kt
31 P takes B	31 Q to K 3
32 B to B 2	32 Q takes B P
33 Q takes P	33 Q takes B P
34 K to R 2	34 B to Q 3
35 B to Kt 3	35 Q to K B 4
36 P to K R 4	36 P to K B 3
37 Q to B 4	37 B to B 4
38 Q to Kt 8 ch	38 K to Kt 2
39 Q to K 8	39 B to Q 3

Drawn.

Time—Two hours and five minutes.

(a) 4 Kt takes Kt, 4 P takes Kt, 5 Castles, is the usual and better course.

(b) The sacrifice of the Pawn is well judged; it enables Mr. Bird to develope his game quickly, and the Pawn is easily recovered.

(c) The wisdom of this exchange is doubtful. White's play all through this game is very tame.

(d) Why not 19 R to K sq?

(e) To what purpose?

(f) 23 K R to Q Kt sq, followed up by 24 P to Q R 5 and 25 Q to B 3 promised some attack.

(g) Black should protect the Pawn by P to K Kt 3, and had then the better game, on account of his two Bishops, whilst the opponent's Pawns are in a weak position.

GAME 134.

Fifth in match.

Petroff's Defence.

White. Mr. Bird.	Black. Mr. Mason.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to K B 3
3 P to Q 4	3 Kt takes P
4 P takes P (a)	4 P to Q 4 (b)
5 B to Kt 5 ch (c)	5 P to B 3
6 B to Q 3	6 Q to B 2
7 Castles	7 B to K 2
8 R to K sq	8 Kt to B 4
9 B to K B 4	9 B to K Kt 5
10 B to K 2	10 B takes Kt
11 B takes B	11 Kt to K 3
12 Kt to Q 2 (d)	12 Kt to Q 2
13 B to Kt 3	13 P to K Kt 3
14 P to B 4 (e)	14 P to Q 5
15 B to Kt 4	15 Q Kt to B 4
16 Kt to Kt 3	16 Kt takes Kt
17 P takes Kt	17 P to Q B 4
18 P to Kt 4	18 Castles K R
19 P to Kt 5	19 B to Kt 4 (f)
20 B takes Kt (g)	20 P takes B
21 P to Kt 4 (h)	21 B to K 2
22 P takes P	22 B takes P
23 Q to Kt 3	23 R to B 4
24 Q R to Q sq	24 R to Q B sq
25 R to Q 3	25 Q to K 2
26 R to K B 3	26 R takes R
27 P takes R	27 B to Kt 5
28 R to R sq	28 Q to B 4
29 R to R 4	29 B to B 6
30 P to R 4 (i)	30 R to Q sq
31 R to R 2	31 Q to Kt 5
32 Q takes Q	32 B takes Q
33 B to B 4	33 P to Q 6
34 B to Q 2	34 B to B 4
35 B to B 3	35 K to Kt 2
36 K to Kt 2	36 K to R 3
37 R to R sq	37 K to R 4
38 R to K sq	38 B to K 2
39 B to Q 2	39 R to Q 5
40 R to K 4	40 R takes R
41 P takes R	41 K to Kt 5
42 P to B 3 ch	42 K takes P
43 B to B 4	43 B to B 4
44 B to Kt 3 ch	44 K to Kt 4
45 K to B sq	45 B to K 6
46 K to K sq	46 P to Kt 3
47 K to Q sq	47 P to K R 4
48 P to B 4 ch	48 K to Kt 5

White resigned.

Time—Three hours and five minutes.

(a) 4 B to Q 3 is the usual rejoinder; the move in the text is weak.

(b) Black did not take immediate advantage of White's fourth move by 4 B to B 4, to which White must reply either 5 B to K 3, or 5 Q to Q 5. If 5 B to K 3, then 5 B takes B, 6 P takes B, and the isolated, doubled Pawn should prove fatal at the end; if 5 Q to Q 5, then 5 B takes P check, 6 K to K 2, 6 P to K B 4, 7 P takes P en pass, 7 Kt takes R, 8 Q to K 5 ch, 8 K to B sq, and Black maintains the Pawn.

(c) Probably to prevent the development of the adverse Q Kt at B 3, but in fact establishing the opponent's game.

(d) The game is published as taken down, but probably moves 12 and 13 were played in

reversed order, otherwise it would be difficult to explain why Mr. Bird leaves a piece en prise, which Mr. Mason does not take.

(e) A premature advance; 14 B to Kt 4 was better.

(f) Trying to prevent the advance of the adverse B P.

(g) Mr. Bird was evidently out of form, otherwise he would have seen that 20 R to K 4, followed up by 21 P to B 4, would give him a fine game, where his two Bishops would prove very powerful. The move actually made leaves him only the chance to fight for a draw.

(h) Suicidal; it brings the adverse Bishop into action, and weakens his own Queen's flank.

(i) There is not much to be done, but this move makes matters still worse.

GAME 135.

Sixth in match.

Vienna Game.

White. Mr. Mason.	Black. Mr. Bird.
1 P to K 4	1 P to K 4
2 Kt to Q B 3	2 B to B 4
3 Kt to K B 3 (a)	3 P to Q 3
4 B to B 4	4 Kt to K B 3
5 P to Q 3	5 Kt to B 3
6 Kt to K 2	6 B to K 3
7 Kt to Kt 3 (b)	7 B takes B
8 P takes B	8 Kt to K 2
9 Castles	9 P to K R 3
10 Q to K 2	10 Q to Q 2
11 B to Q 2	11 P to Q R 3 (c)
12 Q R to Q sq	12 P to K R 4 (d)
13 B to K 3	13 B takes B
14 Q takes B	14 P to R 5
15 Kt to K 2	15 Q to Kt 5
16 Kt to B 3	16 Kt to Kt 3
17 Q to Kt 5	17 Q to K 3
18 Kt to Q 5	18 Castles Q R
19 Q to K 3	19 K to Kt sq
20 Kt to Kt 5 (e)	20 Q to K sq
21 Kt to R 3	21 Q to B 3 (f)
22 Q to Q 3	22 Kt to R 4
23 P to Q Kt 3 (g)	23 Q to K sq
24 Q to Q 2	24 P to Q B 3 (p)
25 Kt to K 3	25 Q to K 3
26 P to K B 3	26 Q Kt to K B 5
27 Kt takes Kt	27 Kt takes Kt
28 K to R sq	28 P to K Kt 3
29 P to Q R 4	29 P to K B 4
30 K R to K sq	30 Q to B 3
31 P to Q Kt 4	31 Q to Kt 4
32 P to Q Kt 5	32 P takes K P
33 B P takes P	33 P to R 6 (i)
34 P to Kt 3	34 Kt to Kt 7
35 Kt takes Kt	35 P takes Kt ch
36 Q takes P	36 R to R 2
37 Q to B 3	37 Q R to K R sq
38 R to K 2	38 R to R 6
39 K to Kt sq	39 Q to R 3
40 Q R to Q 2	40 R to K B sq
41 Q to Q 3	41 R to Q sq
42 P takes Q B P	42 P takes P
43 P to B 5	43 K to R 2
44 P takes P	44 Q to K Kt 2
45 Q to K 3 ch (k)	45 K to R sq
46 Q to Kt 6	46 Q to Q R 2
47 Q takes Q ch	47 K takes Q
48 P to R 5	48 P to Kt 4
49 P to B 4	49 R to K R 2
50 P to B 5	50 R to Q Kt 2
51 R to Q Kt 2	51 R to Kt 4
52 R takes R	52 R P takes R
53 R to R 2	53 K to R 3
54 K to B 2	54 P to Q Kt 5
55 K to K 2	55 K to Kt 4
56 P to R 6	56 P to Kt 6
57 R to Kt 2	57 K to B 5
58 K to Q 2	58 K takes P
59 R takes P	59 R takes P ch
60 K to B 3	60 R to Q sq
61 P to R 7	61 R to Q R sq
62 R to R 3	62 K to Kt 3 (l)
63 P to R 4	Resigned.

Time—Three hours and forty minutes.

(a) I prefer 3 P to B 4.

(b) To allow the Q B P to be doubled is seldom good. In the present instance it is hardly objectionable.

(c) Worse than useless.

(d) The beginning of a premature attack against a very strong position. The result must be a disastrous retreat.

(e) This and the following move strengthen White's position.

(f) What prospect has the Queen here?

(g) Why not two squares.

(h) Just what White wanted. The assault of White's Pawns on the Queen's flank must prove irresistible.

(i) Black's own position is indefensible; he must, therefore, try to keep up an attack at any price.

(k) Timid play. 45 P to B 4, followed up by P to B 5, and R to Q Kt 2, &c., would have won the game in a few moves.

(l) 62 P to Kt 5 would have prolonged the contest.

GAME 136.

Seventh in match.

Petroff's Defence.

White. Mr. Bird.	Black. Mr. Mason.
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 K Kt to B 3
3 Kt to B 3	3 P to Q 3 (a)
4 P to Q 4 (b)	4 P takes P
5 Q takes P	5 B to Q 2
6 B to K 3	6 Kt to B 3
7 Q to Q 2	7 B to K 2
8 P to K R 3 (c)	8 Kt to K 4
9 B to K 2 (d)	9 B to B 3
10 B to Q 3	10 Kt takes B ch
11 P takes Kt (e)	11 Castles
12 Kt to Q 4	12 B to Q 2
13 P to K Kt 4	13 P to K Kt 3 (f)
14 K R to Kt sq (g)	14 K to R sq
15 Castles	15 R to K sq
16 P to B 4	16 P to B 4
17 K Kt to K 2	17 P to Q Kt 4
18 P to K Kt 5 (h)	18 Kt to R 4
19 P to Q 4 (i)	19 P to Kt 5
20 Kt to Q 5	20 B to K 3 (k)
21 P takes P	21 P takes P
22 Q to B 2	22 Q to R 4
23 K to Kt sq	23 Q R to Q sq
24 P to Kt 3	24 R takes Kt
25 R takes R	25 B takes R
26 P takes B	26 B to B sq (l)
27 B to B sq	27 Q to Kt 4
28 R to Kt 2 (m)	28 K to Kt sq
29 Kt to Kt 3	29 Kt takes Kt
30 R takes Kt	30 B to Q 3
31 Q to Q 3	31 Q takes Q
32 R takes Q	32 R to K 5
33 R to K 3	33 R takes R
34 B takes R	34 K to B sq
35 K to B 2	35 K to K 2
36 K to Q 3	36 K to Q 2
37 K to K 4 (n)	37 P to Q R 4
38 P to K B 5	38 K to B 2
39 P takes P	39 B P takes P
40 K to Q 3	40 K to Kt 3
41 K to B 4	41 B to K 2
42 B to B 4	42 B to B sq
43 B to K 5	43 P to R 4
44 P to K R 4 (o)	44 K to Kt 2 (p)
45 K to Kt 5	45 K to B sq
46 K takes P (q)	46 K to Q 2
47 K to Kt 5	47 B to K 2
48 B to Kt 3	48 B to B sq
49 B to B 2	49 B to Q 3
50 K to B 4	50 K to B 2
51 K to Kt 5	51 K to Kt 2
52 B to K sq	52 K to B 2
53 B to B 2	53 K to Kt 2
54 K to B 4	54 K to B 2
55 K to Q 3	55 B to R 7
56 K to K 4	56 K to Q 3
57 B to K sq	57 B to K 4
58 B to B 2	58 B to R 7
59 B to K sq	59 B to K 4
60 B to Q 2	60 B to R 7
61 B to K 3	61 B to Kt 6
62 B to Kt sq	62 B takes P
63 B to R 2 ch	63 K to Q 3
64 B to B 4	64 B to B 7
65 K to B 3	65 B to K 8
65 K to K 2	66 B to B 6
67 K to Q 3	67 B to Kt 2
68 K to B 4	68 B to B sq
69 B to Kt 3	69 B to K 2
70 B to R 4	70 B to Q 3
71 K to Kt 5	

Drawn.

Time—Two hours and thirty-five minutes.

(a) 3 Kt to B 3 is the usual move.

(b) The position is now identical with a variation of Philidor's Defence.

(c) Unnecessary.

(d) White's next move proves that this coup was injudicious, 9 Kt to Q 4 was the right rejoinder.

(e) 11 Q takes Kt was preferable, I think.

(f) If to any purpose, certainly but to improve the chances of the adverse attack.

(g) Why not at once 14 P to B 4?

(h) 18 P to B 5 was more promising.

(i) Hazardous, as it weakens the K P.

(k) 20 B to K B sq was more troublesome.

(l) Inferior to 26 B to Q 3.

(m) As the Knight is changed on the next

move, the move in the text proves but loss of time.

(n) Very promising was

37 K to B 4	37 P to Q R 3

(To prevent the further advance of the King.)

38 B takes P	38 B takes P
39 K takes P	39 B to Q 7 ch
40 K to R 4	40 B takes P
41 K to R 5	41 P to B 4
42 K takes P	42 P to B 5
43 P to Kt 4, &c.	

(o) White could win here easily by:—

44 P takes P en	44 B takes P
45 B to Q 6 [pass	45 B to K 6
46 B to K 7	46 B to B 7
47 P to Q 6	47 K to B 3
48 P to Q 7	48 K takes P
49 B takes P, and wins	

(p) Forced; if 44 B to K 2, White wins by 45 P to Q 6 and 46 K to Q 5.

(q) Giving the victory; P to Q 6 wins, as the following continuation shows:—

46 P to Q 6	46 K to Q 2
47 K takes B P	47 K to K 3
48 B to Kt 3	48 K to Q 2
49 K to t 5	

All the latter led to nought; White cannot do more than draw.

GAME 137.

Eighth in match.

King's Gambit Declined.

White. Mr. Mason.	Black. Mr. Bird.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P to Q 4
3 K P takes P	3 P to K 5
4 B to B 4 (a)	4 K Kt to B 3
5 Q Kt to B 3	5 B to Q B 4
6 P to Q 4	6 P takes P en pass
7 P takes P	7 Castles
8 P to Q 4	8 B to Q Kt 5
9 K Kt to B 3	9 R to K sq ch (b)
10 Kt to K 5	10 Kt takes P
11 Castles	11 B takes Kt
12 P takes B	12 P to K B 3 (c)
13 Q to R 5 (d)	13 P to Q B 3
14 B to Q 3	14 P to K B 4
15 Q to B 7 ch	15 K to R sq
16 R to B 3	16 R to K 3
17 B takes P	17 R to K B 3
18 B takes B (e)	18 Q takes B
19 Q to R 5	19 P to K Kt 3
20 Q to R 4	20 P to Q Kt 4 (f)
21 B to Q 2	21 Kt to Q 2
22 R to K R 3 (g)	22 Kt to B sq
23 P to Kt 4	23 Q to K 3
24 Kt takes P ch (h)	24 R takes Kt
25 P to B 5	25 Q takes P
26 K R to Kt 3	26 Q to Q 2
27 R to K B sq	27 Kt to K 3
28 B to R 6	28 Q R to K Kt sq
29 P to K R 3	29 Kt to Kt 4
30 B takes Kt	30 R takes B
31 K to R sq	31 Q to K 3
32 K R to B 3	32 K R to Kt 2 (i)
33 R to K sq	33 Q to Kt 3
34 Q R to K B sq	34 Q to K 5
35 K to R 2	35 Q to K 2
36 Q to Kt 3	36 Q to Q B 2
37 Q takes Q	37 R takes Q
38 P to Q R 4	38 P to Q R 3
39 R to Q B sq	39 Kt to Kt 3
40 P takes P	40 R P takes P
41 K to Kt 3	41 K to Kt 2
42 Q R to K B sq	42 R to K sq
43 P to R 4	43 K R to K 2
44 P to Kt 5	44 R to K 6
45 P to K R 5	45 Kt to Q 4
46 R takes R	46 R takes R ch
47 K to Kt 4	47 R takes P (k)
48 R to Q R sq	48 R to K 6
49 R to R 6	49 Kt to Q Kt 5
50 R to R 7 ch	50 K to Kt sq
51 P to R 6	51 Kt to Q 4
52 R to Kt 7 ch	52 K to R sq
53 R to R 7	53 R to K sq
54 R to Q Kt 7	54 Kt to K 2
55 K to B 4	55 K to Kt sq
56 K to Kt 4	56 K to B 2
57 P to Q 5	57 P takes P
58 R takes P	58 R to Q sq
59 K to B 3	59 R to Q 3
60 K to Kt 4	60 K to K 3
61 R to Kt 7	61 R to Q 2
62 R to Kt 6 ch	62 K to K 4
Resigns.	

Time—Two hours and forty-five minutes.

(a) 4 B to Kt 5 ch is the book-move. Some of our leading players favour 4 Kt to Q B 3.

(b) The immediate capture of the Pawn was better.

(c) A hasty move, which ought to have lost the game.

(d) This and the following four moves are well played. White's attack is irresistible.

(e) Seemingly brilliant, but in fact very poor play. White wins easily by

18 Kt to Kt 6 ch	18 R takes Kt best
19 B takes R	

with a Pawn and the exchange ahead, and a fine attack.

(f) To prevent 21 P to B 4.

(g) 22 Q R to K B sq was preferable.

(h) Evidently labouring under the misconception that he wins the exchange.

(i) 32 Q to K 5 or 32 K R to Kt 3 were stronger. Mr. Bird seems demoralised, otherwise he would win now in better style.

(k) Kt takes P was better. The move in the text prolongs the contest.

GAME 138.

Ninth in match.

From Gambit.

White. Mr. Bird.	Black. Mr. Mason.
1 P to K B 4	1 P to K 4
2 P takes P	2 P to Q 3
3 P takes P	3 B takes P
4 Kt to K B 3	4 Q B to Kt 5 (a)
5 P to K 4 (b)	5 Kt to K B 3
6 P to Q 3 (c)	6 Castles
7 B to Kt 5 (d)	7 Kt to B 3
8 B to K 2	8 B takes Kt
9 B takes B	9 B to B 4
10 Kt to B 3	10 Q to Q 5
11 Q to Q 2	11 Kt to Q 2
12 Kt to Q sq	12 K Kt to K 4
13 B to K 3	13 Q to Q 3
14 B takes B (e)	14 Q takes B
15 Q to B 2	15 Q to Kt 5 ch
16 Q to Q 2	16 Q to B 4
17 Kt to B 3 (f)	17 K R to Q sq
18 Q to B 2	18 Kt to Q 5
19 B to Q sq	19 R to Q 3
20 Kt to Q 5	20 R takes Kt (g)
21 P takes R	21 Q to Kt 5 ch
22 Q to Q 2 (h)	22 Kt takes Q P ch
Resigns.	

Time—Fifty minutes.

(a) The usual and stronger move is 4 Kt to K R 3.

(b) 5 P to K 3, followed up by 6 B to K 2, would maintain the Pawn with a safe position.

(c) 6 Kt to B 3 was better.

(d) 7 B to K 2 was sounder.

(e) 14 Castles is better, if then 14 Kt to B 5, White replies with 15 B takes B, 15 Q takes B ch, 16 Q to B 2. The latter part of the play by Mr. Bird is very weak.

(f) 17 Q to B 2 would probably lead at once to a draw by repetition of the same moves.

(g) Well played; the sacrifice of the exchange carries the day.

(h) If 22 K to B sq, then 22 Q takes P, winning a Rook; the move made loses the Queen.

GAME 139.

Tenth in match.

Bishop's Gambit.

White. Mr. Mason.	Black. Mr. Bird.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to B 4	3 P to K B 4
4 Q to K 2	4 Kt to K B 3 (a)
5 P to K 5 (b)	5 Kt to K 5
6 Kt to K B 3	6 B to K 2 (c)
7 Castles	7 P to Q 4
8 P takes P en pass	8 Kt takes P
9 B to Kt 3	9 Kt to B 3
10 P to Q 4	10 Kt to K 5 (d)
11 Q to B 4	11 Kt to Q 3
12 Q to Q 5	12 Kt to Kt 5
13 Q to K 5	13 K to B sq
14 Q takes P at B 4	14 P to B 4
15 P takes P	15 Kt to K 5
16 Kt to B 3	16 B takes P ch
17 B to K 3	17 Q to Kt 3
18 B takes B	18 Kt takes B (e)
19 K to R sq	19 Kt takes B
20 R P takes Kt	20 P to K R 4
21 Kt to Q R 4	21 Q to Kt 4 (f)
22 Q to Q 6 ch	22 K to B 2
23 Kt to Kt 5 ch	Resigned.

Time—One hour and twenty minutes.

(a) Opposing the theory and paying the penalty.

(b) White obtains a decisive advantage.

(c) 6 Kt to Q B 3 was a little better.

(d) It is difficult to decide which is worse, Black's position or his play. 10 Kt to R 4 would have given some defence.

(e) 18 Q takes B ch, 19 K to R sq could not be followed up by 19 Kt to B 7 ch, on account of 20 R takes Kt and 21 Q to Q 6 ch.

(f) Black's game was perhaps still defencible, but the move in the text ruins his last chance.

GAME 140.

Eleventh in match.

Petroff's Defence.

White. Mr. Bird.	Black. Mr. Mason.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to K B 3
3 Kt to Q B 3	3 Kt to Q B 3
4 B to Kt 5	4 B to B 4
5 Kt takes P	5 Kt takes Kt
6 P to Q 4	6 B to Kt 5 (a)
7 P takes Kt	7 Kt takes P
8 Q to Q 4	8 B takes Kt ch (b)
9 P takes B	9 Kt to Kt 4
10 P to K B 4	10 Kt to K 3
11 Q to B 2	11 P to K B 4
12 B to R 3	12 P to B 4
13 B to B 4 (c)	13 Q to R 4
14 B to Kt 2	14 Q to B 2
15 Castles K R	15 P to Q Kt 3
16 Q R to Q sq	16 B to Q Kt 2
17 R to Q 6	17 Castles Q R
18 K R to Q sq (d)	18 K R to K sq
19 P to K R 4	19 P to Kt 3
20 Q to Q 2	20 R to K 2
21 B to Q B sq	21 Q R to Kt sq
22 Q to Q 3	22 K R to Kt 2
23 B to K 3	23 P to K R 3
24 P to Q R 4	24 B to K 5
25 Q to Q 2	25 B to B 3
26 B to Kt 5 (e)	26 B takes B
27 P takes B	27 Q to Kt 2
28 R to R sq	28 R to K sq (f)
29 P to B 4	29 K to Kt sq
30 R to Q 3	30 K to B 2
31 Q R to R 3	31 R to Q R sq
32 Q to Q 6 ch	32 K to Q sq
33 Q to Q 5 (g)	33 K to B 2
34 K to B 2	34 P to K R 4 (h)
35 Q to Q 6 ch	35 K to Q sq
36 R to Q 3	36 K R to K 2
37 Q to Q 5	37 K to B 2
38 Q R to R 3	38 K R to K sq
39 Q to Q 6 ch	39 K to Q sq
40 R to Q 3	40 Q to B 2
41 Q R to R 3	41 Q to Kt 2
42 R to R 4	42 R to K B sq
43 R to R 6	43 K R to K sq
44 K R to R 3	44 R to K 2
45 R to Q 3	45 K to K sq
46 K R to Q R 3	46 K to B 2
47 Q to Q sq	47 K R to K sq
48 P to K Kt 3	48 K R to Q B sq
49 K R to Q 3	49 K to K 2
50 R to Q 6	50 R to Q sq
51 R to R 2	51 Q R to B sq
52 P to B 3	52 K to B 2
53 Q to Q 5	53 Q to B 2
54 R to Q 2	54 K to K 2
55 R to Q 3	55 Q R to Kt sq
56 B to B sq	56 Q to Kt 2
57 R to Q 2	57 Q to B 2
58 Q to B 3	58 Q to Kt 2
59 Q to Q sq	59 Q R to B sq
60 R to R 2	60 R to B 2
61 B to K 3	61 Q R to B sq
62 Q R to Q 2	62 Q R to Kt sq
63 R to R 2 (i)	63 Q R to B sq
64 Q to Q 5	64 Q R to Kt sq
65 Q R to Q 2	65 Q to B 2
66 R to Q sq	66 Q to Kt 2
67 Q to Q 2	67 Q R to B sq
68 Q to B 2	68 R to Q B 2
69 Q R to Q 5	69 R to K sq
70 Q to Q sq	70 Q to B sq
71 R to Q 2 (k)	71 Q to Kt 2
72 R to R 2	72 Q R to B sq
73 R to R sq	73 R to K Kt sq
74 R to Q 2	74 Q to B 2
75 K R to R 2	75 R to Q R sq
76 Q to Q 5	76 K R to K sq
77 Q to R sq	77 R to R sq
78 R to R 3	78 K R to Q Kt sq
79 Q R to R 2	79 Q to Kt 2
80 Q to Q sq (l)	80 Q to B 2
81 K to Kt sq	81 R to R sq (m)
82 Q to R sq	82 Q to Kt 2
83 B to B 2	83 Q to K 5
84 R takes P	84 R takes R
85 R takes R	85 Q takes Q B P
86 Q to Q sq	86 R to Q sq
87 Q to Q 6 ch	87 K to K sq
88 Q takes Kt P	88 Q takes Q B P
89 R takes P (n)	89 R takes R
90 Q takes Kt ch	90 K to Q sq
91 Q to Q Kt 6 ch	91 K to B sq
92 Q to Q B 6 ch (o)	92 K to Q sq
93 P to Kt 6	93 Q to Q Kt 5
94 P to K 6	94 R to K Kt 2 (p)
95 Q to Q 6 ch	95 K to K sq
96 Q to Kt 8 ch	96 K to K 2
97 Q to B 7 ch	97 K to B sq
98 Q to Q 8 ch mate (q)	

Time—Six hours and ten minutes.

(a) Some of our best players prefer B to Q 3.

(b) This exchange opens an important diagonal for the adverse Q B, and leaves the opponent with two Bishops against Knight and Bishop. 8 Kt takes Kt was better: if 9 P takes Kt, then 9 B to K 2; if 9 Q takes B, 9 Kt takes B, 10 Q takes Kt, 10 Castles

(c) 13 B takes P would evidently cost a piece.

(d) If 18 B takes Kt, 18 P takes B, 19 R takes K P, Black recovers the lost Pawn by 19 B to Q 4, &c.

(e) The following exchange improves the position of White's Pawns and opens the Q R file for his Rooks. I prefer 26 P to Q R 5, as the only way to bring the Q B into action.

(f) 28 P to Kt 4 was more promising.

(g) The game is now clearly at a point, where it could be given up as a draw without injury to the interests of either party. Instead we have to go through 50 moves, where Queens and Rooks are shifted about, until Black commits a blunder which, of course, costs the game.

(h) Shutting himself up in the only place where he could break through.

(i) A new series of dreary repetitions.

(k) There is great amount of patience displayed by the players, but there must be expected much more of this quality from the student, who will try to solve the meaning of all these manœuvres.

(l) 80 Q to Q R sq would be met by 80 Q to R 5 with a better chance of drawing the game than later on.

(m) Overlooking the threatened triple attack against the Q B P, 81 K to K sq or Q sq was the right rejoinder.

(n) At last an oasis in the desert. Whichever piece captures the Rook, White obtains a winning game.

(o) Necessary to prevent the adverse Queen from occupying the square K B 6.

(p) There is nothing to be done.

(q) Mr. Bird finishes the game in good style.

GAME 141.

Twelfth in match.

Petroff's Defence.

White. Mr. Mason.	Black. Mr. Bird.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to K B 3
3 Kt takes P	3 P to Q 3
4 Kt to K B 3	4 Kt takes P
5 P to Q 4	5 P to Q 4
6 B to Q 3	6 Q B to Kt 5 (a)
7 Castles	7 B to K 2
8 P to B 4	8 Castles
9 P takes P	9 Kt to K B 3
10 Kt to Q B 3	10 Kt takes P
11 B to K 4	11 B to K 3
12 Q to K 2	12 Kt takes Kt (b)
13 P takes Kt	13 P to Q B 3
14 B to B 2	14 Kt to Q 2
15 Q to Q 3	15 P to K Kt 3 (c)
16 B to B 4	16 Kt to Kt 3
17 K R to K sq	17 B to B 3
18 B to K 5	18 B takes B (d)
19 R takes B	19 B to B 5 (e)
20 Q to Q 2	20 B to Q 4
21 Q to R 6	21 Q to B 3
22 Kt to Kt 5	22 Q to Kt 2
23 Q to K R 3	23 P to K R 3
24 Kt to B 3	24 Q R to K sq
25 Q R to K sq	25 R takes R
26 Kt takes R	26 R to K sq (f)
27 R to K 3	27 B takes R P
28 P to K B 4	28 Kt to Q 4
29 R to B 3	29 P to K B 3 (g)
30 Kt takes Kt P	30 B to B 5
31 Kt to K 5	31 P takes Kt
32 R to Kt 3	32 P takes B P
33 R takes Q ch	33 K takes R (h)
34 Q to Kt 4 ch	34 K to R sq
35 P to K R 4	35 R to K 8 ch
36 K to R 2	36 Kt to K 6
37 Q to B 8 ch	37 B to K Kt sq
38 B to Kt 3	38 Kt to Kt 5 ch
39 Q takes Kt	39 B takes B
40 Q takes P	40 R to K 3
41 Q to Kt 8 ch	Resigned.

Time—Three hours and ten minutes.

Mr. Bird said that 37 K to Kt 2 would have won the game for him.

(a) This deviation from the usual line of

play is but loss of time. The Bishop has soon to go to his legitimate square (K 3).

(b) This exchange is injudicious. White's isolated Q P should form the object of Black's attack.

(c) A defence of this kind usually proves a source of new danger.

(d) 18 B to B 4, 19 Q to Q 2, 20 Q B takes B, would improve Black's game.

(e) Driving the adverse Queen to a better square.

(f) Black should dislodge the adverse Knight by 26 Kt to B 5.

(g) A fatal mistake.

(h) Black has obtained, at the price of his Queen, a position by which he threatens to force the mate, but the exposed situation of his own monarch renders the scheme a failure.

GAME 142.

Thirteenth in match.

Petroff's Defence.

White. Mr. Bird.	Black. Mr. Mason.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to K B 3
3 Q Kt to B 3	3 Q Kt to B 3
4 B to Kt 5	4 P to Q R 3
5 B takes Kt (a)	5 Q P takes B
6 P to K R 3 (b)	6 B to Q 3
7 Castles	7 Castles
8 P to Q 3	8 P to K R 3
9 B to K 3	9 P to B 4
10 Kt to R 2	10 B to K 3
11 Q to B 3 (c)	11 P to B 3 (d)
12 P to Q Kt 3	12 K to R 2
13 Kt to R 4 (e)	13 Kt to Q 2
14 Q to K 2	14 Q to R 4 (f)
15 B to Q 2	15 Q to B 2
16 Kt to Q B 3	16 Q R to K sq (g)
17 P to K Kt 4	17 P to K Kt 4
18 Kt to Q sq	18 P to B 3
19 Kt to K 3	19 R to B 2
20 P to K R 4	20 R to Kt 2
21 Kt to B 5	21 B takes Kt
22 Kt P takes B	22 Kt to B sq (h)
23 K to R sq	23 Q to K B 2
24 R to K Kt sq	24 Kt to Q 2
25 R to Kt 3	25 R to K R sq
26 Q R to K Kt sq	26 K to Kt sq
27 B to K 3	27 P to Q Kt 3
28 R to R 3	28 P to Q R 4
29 P to Q B 4	29 B to B sq (i)
30 Q R to Kt 3	30 Q R to R 2
31 Kt to Kt 4	31 P to K R 4
32 Kt tks B P ch (k)	32 Q takes Kt (l)
33 P takes P	33 Q to Q 3
34 P to Kt 6 (m)	34 R to R sq
35 R takes P	35 Kt to B 3 (n)
36 R takes R ch	36 K takes R
37 R to R 3 ch	37 K to Kt sq
38 B to Kt 5 (o)	38 R to Q 2
39 Q to K 3 (p)	39 B to Kt 2
40 P to B 4 (q)	40 P takes P
41 B takes P	41 Q to Q 5
42 Q to K 2	42 Kt to K sq
43 B to R 2	43 R to K 2
44 B to Kt sq	44 Q to K 4
45 Q to R 5	45 Kt to B 3
46 Q to R 4	46 Kt to Q 2
47 R to B 3	47 Q to B 3
48 Q to R 2	48 Kt to K 4
49 R to Kt 3	49 R to Q 2
50 Q to R 3	50 Q to Q 3
51 B to R 2	51 Q to K 2 (r)
52 R to K 3 (s)	52 Kt takes Q P
53 B to Kt 3 (t)	53 Kt to K 4
54 R to K sq	54 B to B 3
55 P to K Kt 7 (u)	55 B takes P
56 B to R 4	56 B to B 3
57 R to K Kt sq ch	57 K to B sq
58 B takes B	58 Q takes B
59 Q to R 5	59 R to K B 2
60 R to Kt 3	60 K to K 2
61 Q to Kt 5	61 R to R 2 ch
62 K to Kt 2	62 R to R 7 ch
63 K to B sq	63 Q takes Q
64 R takes Q	64 R takes P
65 R to Kt 7 ch	65 K to B 3
66 R to K R 7 (v)	66 Kt to B 2
67 R to R 3	67 R to R 6
68 R to Kt 3	68 Kt to K 4
69 R to Kt 8	69 R takes P
70 R to K B 8 ch	70 K to Kt 4 (w)
71 R to K 8	71 K to B 5
72 P to B 6	72 K to B 6
73 K to K sq	73 R to Kt 7 (x)
74 R takes Kt	74 K to K 6
75 K to Q sq	75 K to Q 6
76 K to B sq	76 R to K R 7
77 R to K B 5	77 R to K R sq
78 P to B 7	78 R to K B sq
79 P to K 5	79 K to K 5
80 P to K 6	Resigned.

Time—Five hours and thirty-five minutes.

(a) 5 B to R 4 is the only sound continuation; the move in the text gives Black the superior position.

(b) If 6 Kt takes P, then 6 Kt takes P, 7 Kt takes Kt, 7 Q to Q 5.

(c) 11 P to B 4 was more promising.

(d) 11 P to B 5 was better; White could not reply with 12 P to Q 4.

(e) Loss of time.

(f) Black follows suit, see note (e).

(g) Why not 16 P to K B 4?

(h) 22 P takes P dis ch was bad, on account of the rejoinder, 23 K to R sq and 24 Q to R 5.

(i) Black should bring his King into safe quarters, and then concentrate his pieces on a counter attack.

(k) A sacrifice, which ought to prove sound, but it is not properly followed up.

(l) If 32 Kt takes P, White wins back the piece.

(m) The simplest continuation was 34 P to B 6, which regains the piece, as Black does not play R to Kt 3 on account of the rejoinder, 35 R takes P, threatening to win the Rook.

(n) After 35 R takes R, 36 Q takes R, Black dare not capture the Q P, as then 37 R to R 3 forces the game.

(o) Mr. Bird misses the right rejoinder, 38 P to B 4, *e.g.*:—

38 P to B 4	38 R to K 2 best
39 Q to R 2	39 B to Kt 2
40 P takes P	40 Q takes P
41 Q takes Q	41 R takes Q
42 B to B 4	42 R to K sq (or A)
43 P to K 5	43 Kt to Kt 5
44 P to B 6 and White must win a piece.	

A.

	41 Kt to Kt 5
42 B takes R	42 Kt takes R best

and White has the better game.

(p) Again he should play P to B 4, *e.g.*:—

39 P to B 4	39 P takes P
40 Q to R 2	40 B to Kt 2
41 B takes P	41 Q to K 2

(If 41 Q to Q 5, 42 B to K 5)

42 B to Kt 5

and the advance of White's Kt cannot be prevented.

(q) This advance is now useless.

(r) If:—

	51 Kt takes P
52 R to B 3	52 Q to Q 5
53 Q to R 7 ch	53 K to B sq
54 P to B 6	54 B takes P best
55 R takes B ch	55 Q takes R
56 Q takes R	

and the game would result in a draw.

(s) 52 K to Kt sq would prevent the threatened capture of the Q P.

(t) If 53 R takes Kt, then, of course, 53 Q takes P ch, 54 R to B 3, 54 R to Q 6, 55 K to Kt 2, 55 Q to K 7 ch.

(u) Vain efforts to maintain the attack.

(v) There is nothing to be done; if 66 R to Q Kt 7, Black wins by 66 P to R 5, 67 R takes P, 67 R takes P, 68 R takes P, 68 R takes P, &c.

(w) As Black did not see the clear road to victory when he advanced the King, he ought to have chosen the simple course, 70 K to K 2.

(x) A blunder par excellence; Black could force the game by:—

	73 Kt takes P
74 K to Q sq	74 K to K 6
75 R to K R 8	

(If 75 P to B 7, 75 Kt to R 6, and mates next move; if 75 K to B 2, then 75 P to R 5, and mates in two more moves.)

	75 R to Kt 8 ch
76 K to B 2	76 R to K B 8

GAME 143.

Fourteenth in match.

Bishop's Gambit.

White. Mr. Mason.	Black. Mr. Bird.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to B 4	3 Q to R 5 ch
4 K to B sq	4 B to Kt 5 (a)
5 P to Q 4	5 P to K Kt 4
6 Kt to K B 3	6 Q to R 4
7 P to K R 4	7 Kt to Q B 3 (b)
8 P to B 3 (c)	8 B to K 2
9 K to Kt sq	9 P to Kt 5
10 Kt to Kt 5	10 B takes Kt
11 P takes B	11 Q takes P
12 Q to B sq	12 Q to Kt 2
13 Q B takes P	13 P to Q 3
14 Kt to Q 2	14 P to K R 4 (d)
15 Q B to Kt 3	15 K Kt to K 2 (e)
16 B to R 4	16 P to B 4 (f)
17 P takes P	17 B takes P (g)
18 P to Q 5	18 Q to R 3
19 P takes Kt	19 Q takes Kt
20 R to K sq	20 R to R 2
21 R to K 2	21 Q to R 3
22 P takes P	22 R to Kt sq
23 Q takes B	23 K to Q sq
24 K to R 2	24 P to Kt 6 ch
25 K to R 3	25 R takes P
26 K R to K sq	26 P to B 4
27 R to K 6	Resigned.

Time—One hour and five minutes.

(a) Mr. Bird revels in novelties which defy all principles, but this move beats in eccentricity anything done before.

(b) 7 P to K R 3 was indispensable.

(c) Why dislodge the unfortunate Bishop? 8 K to Kt sq was stronger.

(d) 14 B to Q 2, with the intention of Castling, would give Black not a very satisfactory, but defensible game.

(e) Again he should play B to Q 2.

(f) The remedy is worse than the malady. 16 R to R 3 was the only safe reply.

(g) 17 K Kt takes P would hardly be satisfactory, but the move in the text loses a piece at once.

GAME 144.

Fifteenth in match.

Ruy Lopez.

White. Mr. Bird.	Black. Mr. Mason.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to K B 3
5 Q to K 2	5 P to Q Kt 4
6 B to Q Kt 3	6 B to B 4 (a)
7 P to B 3 (b)	7 Q to K 2
8 P to Q 3	8 P to K R 3
9 B to K 3	9 B to Kt 3 (c)
10 B takes B	10 P takes B
11 Q Kt to Q 2	11 Castles
12 Kt to B sq	12 Kt to K R 4
13 Kt to K 3	13 Kt to B 5
14 Q to Q 2	14 P to Q 3
15 P to K R 4	15 Q to Q sq
16 P to Kt 3	16 Kt to K R 4
17 B to Q 5	17 Q to K sq
18 P to K Kt 4	18 Kt to K B 5
19 P to R 5	19 B to K 3
20 P to Kt 5	20 R to Q B sq
21 R to K Kt sq	21 K to R 2
22 P to R 3 (d)	22 Kt to Q R 4
23 P to Q Kt 4	23 B takes B
24 P takes Kt	24 B to K 3
25 P takes R P	25 K Kt P takes P
26 P takes P	26 Q to B 3
27 P to Kt 7	27 Q takes Kt P (e)
28 Kt to Kt 2	28 Kt takes Kt ch
29 R takes Kt	29 Q to B 2
30 R to B sq	30 P to Q 4
31 P takes P	31 B takes P
32 Q to K 3	32 Q R to K sq
33 K to Q 2	33 Q to Q 3
34 Q R to K Kt sq	34 R to K 3 (f)
35 R to Kt 7 ch	35 K to R sq
36 Kt to Kt 5 (g)	36 P takes Kt
37 Q takes P	37 R to Kt 3
38 P takes R (h)	38 K takes R
39 P takes P dis ch	39 K takes P
40 Q to Kt 7 ch	40 K to K sq
41 R to Kt 6	41 B to K 3
42 Q to Q R 7	42 Q to Q 4
43 Q to Kt 8 ch	43 K to B 2
44 R to B 6 ch	44 K takes R
45 Q takes R ch	45 B to B 2
46 Q to R 6 ch	46 B to Kt 3
47 Q to R 4 ch	47 K to B 2
48 P to Q 4	48 Q to R 7 ch

White resigned.

Time—Three hours and twenty minutes.

(a) 6 B to Kt 2 is preferable, as pointed out in a previous game in this match.

(b) 7 P to Q R 4 is better.

(c) The Bishop should be left at B 4 or retreated to R 2.

(d) Perfectly unintelligible: wilfully destroying his game on the Queen's side.

(e) 27 Q takes B P was better, as the advanced Kt P can be captured later.

(f) Ruinous; Black should take the Knight.

(g) A fine rejoinder, which ought to decide the contest.

(h) A frightful slip. K R takes R wins the Queen and the game.

GAME 145.

Sixteenth in match.

Bishop's Gambit.

White. Mr. Mason.	Black. Mr. Bird.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to B 4	3 P to K B 4
4 Q to K 2	4 Q to R 5 ch
5 K to Q sq	5 P takes P
6 Kt to Q B 3	6 K to Q sq (a)
7 Kt takes P	7 P to Q 3 (b)
8 K Kt to B 3	8 Q to K R 4
9 Q Kt to Kt 5	9 K Kt to R 3
10 R to K sq (c)	10 B to Q 2
11 P to Q 4	11 Kt to B 3
12 B takes P	12 Kt to K 2 (d)
13 B to K 6	13 B to B 3
14 P to K Kt 4	14 Q to K sq
15 Q B to Kt 3	15 B takes Kt
16 Q takes B	16 Q to Kt 4
17 Q to K 3	17 Q takes P (e)
18 R to Q B sq	18 Q to Kt 3
19 B to R 4	19 P to B 4 (f)
20 Kt to B 7 ch	20 Kt takes Kt
21 B takes Kt	21 Q to B 2
22 P takes P	22 P takes P
23 R to K 2	23 P to Q Kt 3 (g)
24 Q to K 4 (h)	24 R to Q Kt sq
25 R to Q 2 ch	Resigned.

Time—One hour and twenty minutes.

(a) This move is advocated by some strong players, but 6 Kt to K B 3 seems, to me, preferable.

(b) Mr. Bird is totally unconscious of the disastrous result which the joint action of the adverse Knights must effect on his game.

(c) Threatening 11 B or Kt to B 7.

(d) Black's game is past redemption, but B to K 2 would give him at least the chance to die fighting, whilst the move in the text condemns him to be smothered.

(e) This loses time, but no time would save the game.

(f) Opening a new file for the opponent's Rooks. P to B 3 would enable Black to linger longer.

(g) Vainly attempting to escape with his King, if White should play at once 24 R to Q 2 ch, by 24 K to B sq, 25 Q or B to K 6 ch, 25 K to Kt 2, 26 R to Q 7, 26 R to Q sq.

(h) 24 Q to K 6 equally wins on the move.

GAME 146.

Seventeenth in match.

French Opening.

White. Mr. Bird.	Black. Mr. Mason.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 Kt to K B 3	4 Kt to K B 3
5 B to Q 3	5 B to Q 3
6 Castles	6 B to K 3
7 B to K Kt 5 (a)	7 Q Kt to Q 2
8 Kt to B 3	8 P to B 3
9 Q to Q 2	9 Q to B 2
10 Kt to K 2 (b)	10 Kt to K 5
11 Q to K 3	11 P to K B 4 (c)
12 B to K B 4	12 Castles K R
13 B takes B	13 Q takes B
14 Q to B 4	14 Q to K 2 (d)

15 K R to K sq	15 P to K Kt 4
16 Q to B 7	16 Q R to Kt sq
17 Kt to Kt 3	17 K R to Q B sq (e)
18 Q to R 5	18 P to Q R 3
19 R to K 2	19 P to Kt 5
20 B takes Kt	20 B P takes B (h)
21 Kt to K sq	21 K to R sq
22 Q to Q 2	22 R to K B sq (f)
23 P to Q B 3	23 Q to B 3
24 Kt to B 2	24 Q to Kt 3
25 Q R to K sq	25 Q R to K sq (g)
26 P to Q B 4	26 P to K R 4
27 P takes P	27 P takes P
28 Q Kt to K B sq	28 P to R 5
29 R to K 3	29 Kt to B 3
30 Q to Kt 4	30 R to B 2
31 Q to Q 6	31 Kt to R 4
32 P to K Kt 3	32 P takes P
33 B P takes P	33 Kt to B 3
34 K R to K 2	34 Kt to R 2
35 Kt to Q 2	35 Kt to K Kt 4
36 K to R sq	36 Kt to K B 6
37 R to Q sq	37 Q to R 4
38 Kt to B sq	38 Q to R 3 (h)
39 K Kt to K 3	39 K to R 2
40 R to Q B 2	40 R to Q 2
41 R to B 7	41 R takes R
42 Q takes R ch	42 Q to Kt 2
43 Q to Q Kt 6	43 Kt to Kt 4
44 R to B sq	44 Q to B 3
45 Q to B 7 ch	45 R to K 2
46 Q to K B 4	46 R to K B 2 (i)
47 Q takes Q	47 R takes Q
48 R to B 7 ch	48 R to B 2
49 R takes R ch	49 Kt takes R
50 Kt to Kt 2	50 Kt to Q 3
51 Kt to B 4	51 B to B 2
52 Kt to K 3	52 Kt to Kt 4
53 Q Kt takes Kt P	53 Kt takes P
54 Kt takes P	54 K to Kt 2
55 Kt to B 3	55 B to K 3
56 Kt to K 3	56 B to Q 2
57 K to Kt 2 (k)	57 P to Kt 4
58 P to Q R 3	58 P to R 4
59 P to Q Kt 4	59 P takes P
60 P takes P	60 B to B 3
61 K to B 2	61 K to B 3
62 P to R 4	62 K to K 4
63 P to Kt 4	63 K to B 5
64 P to R 5	64 K to Kt 4
65 K to Kt 3	65 Kt to Kt 6
66 Kt to K 2	66 B to Q 2
67 Kt to B 4	67 Kt to Q 5
68 Kt to R 3 ch	68 K to R 3
69 K to B 4	69 Kt to B 3
70 Kt to Q 5	70 P to K 6
71 Kt takes P (l)	71 Kt takes P
72 Kt to B 5 ch	72 B takes Kt
73 K takes B	73 Kt to B 3
74 Kt to B 4	74 Kt to Q 5 ch
75 K to K 4	75 Kt to B 3
76 K to Q 5	76 Kt to Q sq
77 Kt to Q 3	77 P to Kt 5
78 Kt takes P	78 K to Kt 4
79 P to R 6	79 K takes R P
80 K to K 4	80 K to Kt 4
81 K to B 3	81 Kt to B 2

Drawn.

Time—Four hours and thirty minutes.

(a) The pinning is useless, as the Knight will be protected by his companion in arms.

(b) The weakness of White's 7th move is now clear, he has hardly any better continuation than the move made, and this allows the adverse Knight to occupy a powerful position in the centre.

(c) It would be advisable to capture the Bishop on general principle, as Black then remains in possession of two Bishops against Knight and Bishop; in the present instance, however, the Black Knight is so well posted, that I think Mr. Mason was right in deviating from the rule.

(d) Wisely leaving the Queen in a very unfortunate position.

(e) White's Queen could not be more out of play than she is, why, therefore, attack her and displace his own Rook?

(f) See note (2).

(g) To what purpose? Black's play through the middle of this game lacks style.

(h) If this square is more advantageous for the Queen, why was she not played there at once? Black misses the continuation 38 B to Q 2, by which he would threaten 39 B to Kt 4, 40 R to B 2, 40 B takes Kt., 41 Q takes B, 41, Kt takes R P, &c.

(i) 46 Q takes Q, 47 P takes Q, 47 Kt to B 6, 48 P to B 5, would lose a Pawn, but the course chosen has the same result, whilst it leaves the opponent with two united passed Pawns.

(k) 57 P to K R 4, followed up by 58 K to R 2, was certainly more promising.

(l) 71 Kt to Kt sq would probably win the game, *e.g.*:—

71 Kt to Kt sq	71 B to K 3
72 Kt to B 6	72 Kt takes P
73 P to Kt 5 sh	73 K to Kt 2
74 Kt to B 3	74 Kt to Q 4 ch
75 Kt takes Kt	75 B takes Kt
76 K takes P	76 P to Kt 5
77 Kt to K 5, &c.	

GAME 147.

Eighteenth in match.

Sicilian Opening.

White. Mr. Mason.	Black. Mr. Bird.
1 P to K 4	1 P to Q B 4
2 Kt to K B 3	2 P to K 3
3 P to Q 4 (a)	3 P takes P
4 Kt takes P	4 Kt to K B 3
5 B to Q 3	5 Kt to B 3
6 Kt takes Kt	6 Kt P takes Kt
7 Castles	7 P to Q 4
8 P to K 5	8 Kt to Q 2
9 Q to K sq	9 R to Q Kt sq (b)
10 P to Q B 3	10 Kt to B 4 (c)
11 B to K 2	11 B to K 2
12 P to Q Kt 4	12 Kt to Q 2
13 B to Q 3	13 P to Q B 4
14 P to Q R 3	14 Castles
15 Q to K 2	15 Q to B 2
16 P to K B 4	16 P to Kt 3 (d)
17 Q to Kt 4	17 B to Kt 2
18 B to K 3	18 K R to Q sq (e)
19 R to R 2	19 P to K R 4 (f)
20 Q to K Kt 3	20 K to R sq
21 R to K 2	21 R to K Kt sq
22 B to Q 2	22 Kt to B sq
23 B to K sq	23 Q R to Q sq
24 Q to R 3	24 Kt to R 2
25 B to R 4	25 B takes B
26 Q takes B	26 P to R 4
27 Q to B 2	27 P to Q 5
28 P takes B P	28 P takes P
29 B to B 4	29 P to Kt 4 (g)
30 P to B 5	30 P takes P
31 Kt takes P	31 R to Q B sq
32 Kt to Kt 5 (h)	32 Q takes B P
33 Q takes Q	33 R takes Q
34 Kt to Q 6	34 P to B 5
35 R to Kt sq	34 B to Q 4
36 B takes B	36 R takes B
37 Kt takes B P ch	37 K to Kt 2
38 R to Kt 7	38 K to Kt 3
39 R to Q B 2	39 R to Q R sq (i)
40 R to B 6 ch	40 K to B 4
41 Kt to Q 6 ch	41 K takes P
42 Kt to B 4 ch	42 K to Q 5
43 R takes Kt	43 R to K sq
44 R takes P	44 R to Kt 4
45 K to B 2	45 K to Q 6
46 K R to R 6	46 P to Kt 5
47 K R to Q 6 ch	47 K to K 5
48 R to Q 2	Resigned.

Time—Three hours and thirty-five minutes.

(a) Inferior to 3 Kt to B 3. The move chosen gives Black the superiority.

(b) Premature; 9 P to K B 3 or 9 B to K 2 gives Black a fine game.

(c) Losing time. B to K 2 was the proper continuation.

(d) Very injudicious; by 16 Q to B 3 followed up by B to Kt 2 and P to B 3, Black would still maintain the better game.

(e) The Rook should have been left on B square.

(f) Weakening his own position.

(g) Black's prospects were not rosy, but this move takes away all power of resistence

(h) White forces the exchange of Queens, as Black's scattered forces will be then easily overpowered.

(i) The fact, that this is the only square where the Rook can go without being lost in two moves, illustrates the state of Black's game.

GAME 148.

Nineteenth in match.

Irregular Opening.

White. Mr. Bird.	Black. Mr. Mason.
1 P to K B 4	1 P to K B 4 (a)
2 P to K 3	2 K Kt to B 3
3 P to Q Kt 3	3 P to Q Kt 3
4 B to Kt 2	4 P to K 3
5 B to K 2	5 B to Kt 2

6 B to K B 3	6 Kt to B 3	
7 Kt to K R 3	7 B to K 2	
8 P to B 4	8 R to Q Kt sq (b)	
9 Castles	9 Castles	
10 P to Q 3 (c)	10 P to Q 4	
11 P to Q 4 (d)	11 Q to K sq	
12 Kt to B 3	12 Kt to Q sq	
13 R to B sq	13 P to B 3 (e)	
14 Q R to B 2	14 P to Q R 3 (f)	
15 B to K 2 (g)	15 Kt to B 2	
16 Kt to B 2	16 B to Q R sq	
17 B to Q 3	17 Kt to R 3	
18 B to K 2	18 R to Q B sq	
19 Kt to Kt sq	19 K to R sq	
20 Kt to Q 2	20 R to K Kt sq	
21 Kt to B 3	21 Kt to B 2	
22 Kt to R 3	22 Kt to Kt 5	
23 B to B sq	23 P to K Kt 4	
24 Kt to K 5	24 K Kt takes Kt	
25 B P takes Kt	25 P to Kt 5 (h)	
26 Kt to B 4	26 Kt to Kt 4	
27 K to R sq	27 Q to B sq (i)	
28 B takes P (k)	28 Q to R 3	
29 B to R 3 (l)	29 P takes P	
30 P takes P	30 P to B 4	
31 P to Q 5	31 Q R to Q sq	
32 P to K 4	32 Q to R 5	
33 K P takes P (m)	33 P takes Q P	
34 P takes P	34 Kt takes B	
35 P takes Kt	35 R takes P (n)	
36 Kt takes R	36 Q to K 5 ch	
37 R to B 3	37 B takes Kt	
38 Q R to K B 2	38 B to R 5	
39 R to B sq	39 Q takes K P	
40 Q to Q 2	40 B to K B 3	
41 Q to K B 4 (o)	41 Q to K 7	

Mr. Bird resigned.

(a) 1 P to Q 4 is now generally admitted to be the best reply.

(b) Hardly advisable.

(c) White should rather develope his Q Kt.

(d) 11 Kt to Q 2 was better. White is then at liberty to proceed with 12 Kt to Kt 5, and if 12 Q to Q 2, then 12 B takes Kt, 12 B takes B, 13 Kt takes K P, &c.

(e) A poor rejoinder.

(f) A species of move which resembles the plans of those generals whose depth surpasses common intellect, and who never will be understood.

(g) 15 Kt to K 3 looks more promising.

(h) Opening a favourable square for the adverse Knight.

(i) A blunder, which loses a valuable Pawn.

(k) P takes P first was better.

(l) A dangerous square for the Bishop.

(m) Throwing away a won game; White could safely maintain his numerical superiority by

33 P to Kt 3	33 Q to R 3
34 B to Kt 2	34 B P takes P
35 Kt takes P	
	or 34 Q to Kt 2
35 K P takes P	
	or 34 B P takes P
35 Kt takes P	

(n) A powerful rejoinder, which turns the tables completely.

(o) Prefering the fire to the frying pan.

OUR PROBLEMS REVIEWED.

No. 740, by Mr. STUDD. — "Illustrates very neatly Mr. Pearce's suggestion, but, as a problem, it is certainly defective," S. H. Thomas.

No. 741, by J. VEECOEK.—"Dull and heavy," S. H. Thomas.

No. 742, by "ANTIPODES."—"Rather weak, the leading move is easy to discover, and variety there is none," H. J. C. A. —"Ingenious," W. Nash.—"Rather obvious, and wanting in variations," J. N. K.—"Very poor, not a single variation," R. W. J.—"Very fair. Inferior, however, to many of the two-movers contributed to the B. C. A. tourney," S. H. Thomas.

No. 743, by "ANTIPODES."—"With a stronger first move this would have been a good problem. To commence by capturing Black Queen is the "Antipodes" of what is desirable in a tourney 3 mover," H. J. C. A.—"The first move is very objectionable, but the after play is very pretty," W. Nash.—"Poor," J. N. K.—"What next? White wins by force, there is not the least attempt at stategy, and I should think White's opening move is quite unique in the history of Chess problems," R. W. J.—"A very deceptive problem. Although the solution is all checks, it gave me some trouble," S. H. Thomas.

No. 744, by "ANTIPODES."—"Very poor and obvious," H. J. C. A.—"Easy, and containing a bad dual in one variation," W. Nash.—"I cannot see what purpose is served by the White Rook at K R 6, except, indeed, to give White a choice of moves in answer to 1 P to B 6," J. N. K.—"Appears to have been manufactured out of a very commonplace two mover," R. W. J.—"Very pretty indeed, but easy," S. H. Thomas.

No. 745, by "ANTIPODES."—"A decided improvement upon its predecessors. White's second move in the main variation displays some strategy," H. J. C. A.—"A decidedly clever and interesting problem, and novel in idea," W. Nash.—"Absolutely worthless," J. N. K.—"Highly pleasing, and, in my opinion, the best of the set," S. H. Thomas.—R. W. J. proposes a solution also by 1 R takes B, but which we have not yet examined. It will be reported upon next month, ED. W. P.

No. 746, by "ANTIPODES."—"The set is certainly very pretty, and exhibits great point, but lacks difficulty, S. H. Thomas.—Is incorrectly printed, there being no Black King, ED. W. P.

No. 747, by GEORGE J. SLATER. — "A cleverly contrived stratagem. The manœuvres of the Rook are unexpected, and constitute the solver's main difficulty," H. J. C. A.—"Very ingenious and pleasing," W. Nash.—"One of the best problems I have ever solved. First class, alike in conception and construction," J. N. K.—"Is a beautiful and difficult piece of strategy, and concluded with an extremely elegant mate," R. W. J.—"Exceedingly pretty and original. Construction excellent," S. H. Thomas.

No. 748, by GEORGE E. CARPENTER.—"Ingenious. White performs 'the happy despatch' in a manner that might well be envied by the most submissive Japanese." (Query, should not Japanese Chess be rich in suimates?) H. J. C. A.—"A difficult position, but its difficulty depends only upon the large number of moves. Problems of this class are not worth the time wasted in solving them," W. Nash.—"An ingenious stratagem, though not so difficult as the preceding," R. W. J.—"Interesting and good," S. H. Thomas.

No. 749, by T. M. BROWN. — "Good," H. J. C. A.—"Rather tame," W. Nash.—"A fair problem," R. W. J.—"A quaint little stranger," S. H. Thomas.

No. 750, by C. R. BAXTER.—"A masterly two mover. The White Kt at Q 6 looks as if it ought to be a fixture, and there is so nearly a mate in other ways that this problem may be pronounced as difficult as it is beautiful," H. J. C. A.—"A capital problem," W. Nash.—"Very good, and certainly the best of the two movers," J. N. K.—"A beautiful problem, excellent in all respects, and of considerable difficulty, as it contains so many near approaches to a solution," R. W. J.—"Remarkably clever. The best two mover I have met with for some time," S. H. Thomas.

No. 751, by J. STONEHOUSE. — This problem admits of two solutions, both being sent by Messrs. Andrews and Thomas. All others give the "cook" as their solution.—ED. W. P.

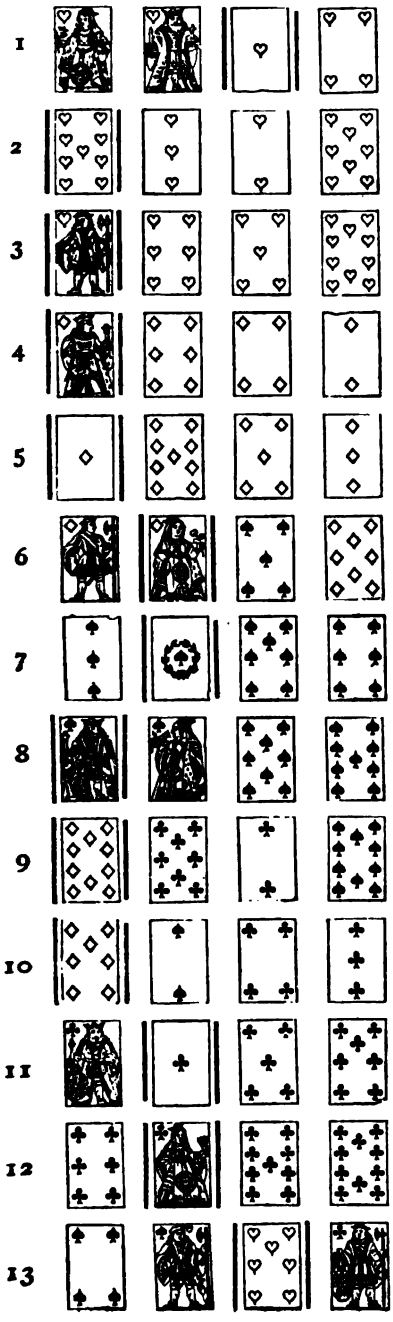
WHIST.

A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 237.

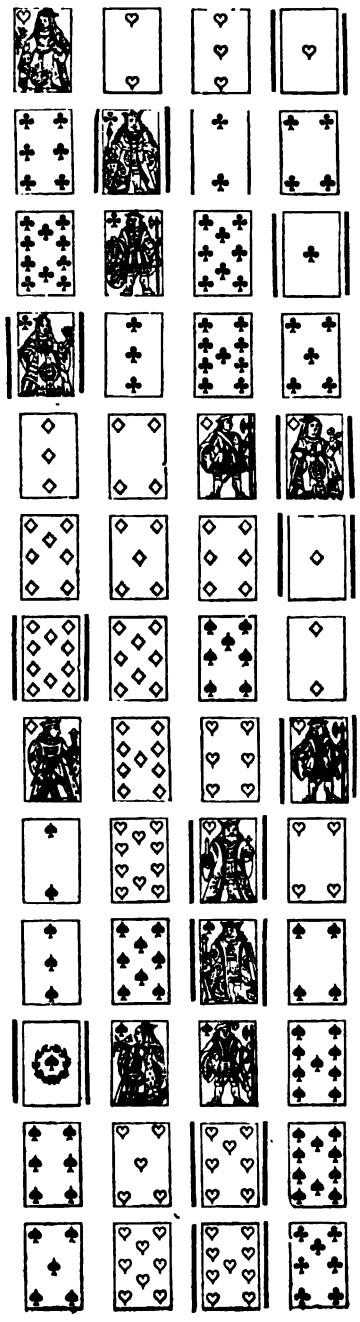
Score love all. Z turns up Heart 10.

A's hand—Hearts Q, Kv, 9; Diamonds A, K, Kv, 10, 7; Spades K, 4, 3; Clubs K, 6.



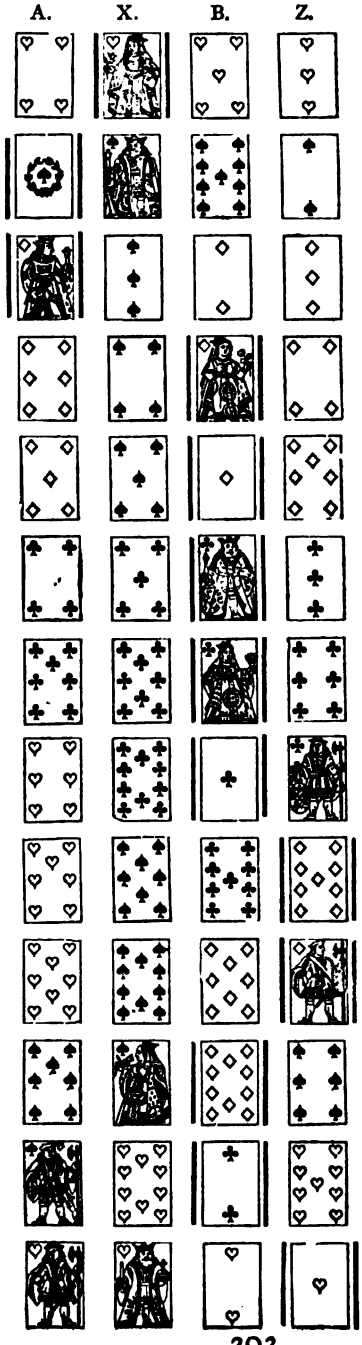
HAND No. 238.

Score A B 4, X Z love.
Heart Knave turned up.
Solomon. Onslow. Belaieff. F. H. Lewis.



HAND No. 239.

Played at the Pembridge Club, 20th January.
Score love all.
Diamond 9 turned up.



HAND No. 237.

NOTES.—B does not trump with his last trump, because he has no good suit of his own to lead, and is quite in the dark as to his partner's suits, except Diamonds. B sees that the best chance of letting A make his long Diamonds is, that he should be led up to, as, in this way, any card of re-entry he may have will not be sacrificed. The best Whist play becomes, after a game or two, so mechanical, that we might count on the fingers the number of players who might be trusted in such a case to pass the trick.

HAND No. 238.

NOTES.—The interest in the hand rests on trick 8. Unless B trumps the best D, and draws the Kv (turned up), he cannot win the game. Had not Z overtrumped, he must win.

HAND No. 239.

NOTES.—This hand is sent to us by the holder of the largest number of trumps, and he is somewhat startled at the play and the result. The leader of trumps jumps to the conclusion, from the fall of the cards, that his partner is signalling, as is the fact. Nothing in this world succeeds like success. The lead is rash, as is also the continuation of the trump (drawing two for one), but as the play succeeds, and the object of the player is to win, we can only bow our heads and be dumb. There are more things in heaven and earth than are dreamt of in our philosophy. We should not recommend a young player to jump to conclusions so hastily. But we may add the leader is out of his teens, and a good steady player, and one of the most pleasant withal we ever sat opposite.—ED. W. P.

SOLUTION TO DOUBLE DUMMY PROBLEM, No. 116.

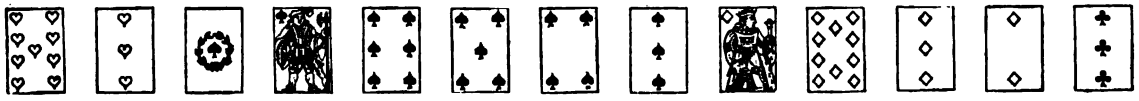
1. A leads Spade 2, X puts Q, B passes; won by X.
2. X leads Club 3, B puts Q; won by Z.
3. Z leads Heart 2, A puts Q? won by A.
4. A leads Spade 3, B puts Knave; won by B.
4. B leads Club A; won by B.
6. B leads Club 10, A trumps; won by A.
7. A leads Diamond Knave, X passes; won by A.
8. A leads Diamond 2; won by B.
9. B leads Diamond A; won by B.
10. B leads Heart 7; won by A.
11. A leads Diamond 10, X trumps; B discards Heart 8; won by X.
12. X leads Heart 9, B trumps; won by B.
13. B leads Spade A; won by B.

Thus A and B make 10 tricks.

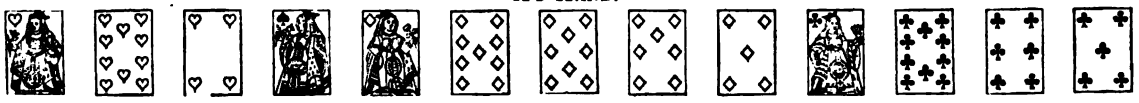
No. 117.—DOUBLE DUMMY PROBLEM.

By MR. F. H. LEWIS.

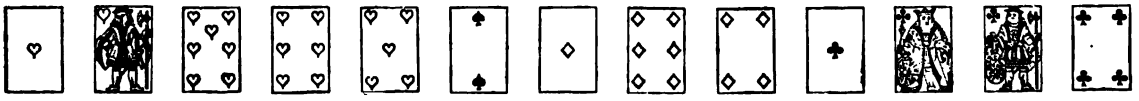
A's HAND.



X's HAND.



B's HAND.



Z's HAND.

Hearts Trump. A to lead. How many tricks can A and B make against the best defence?

WHIST JOTTINGS.

THE MODEL PLAYER.

A friend sent us the following suggestion :—"You might give a fancy description of the model player, and a counter description of the player to be avoided—with every little courtesy attended to by the one, and the irritating ways of the other. You have had ample experience of both." Our experience of the model player is nil. We are blessed with very little imagination—what we describe we have seen : so that as regards the model player we feel very much like making bricks without straw ; and surely we have described the very disagreeable players sufficiently often. We remember only two model players. The first was a dear old fellow, that under no circumstances at the card table could he be made angry ; though, away from the table, he had a temper of his own ; but he never knew that anything went wrong except when he made a revoke, and then he expressed his regret. It is difficult to get angry if you have not an apparent cause. It is impossible to get angry unless you feel that you are aggrieved, and our friend never knew his partner committed a blunder. The other model was Barnes. He once quarrelled with his dearest friend, and neither could be induced to give way for about a month, and during this month Barnes was a model player. Ordinarily he was not, for he used to mutter to himself, and he teazed the other players by incessantly shuffling the cards ; but during this month he was on his guard. This, however, could hardly be the model player, because he was throughout influenced by the feeling, that he and his friend were at enmity. He was on stilts and not natural. There are a great many players models up to a certain pitch, as there are certain lunatics sane on all but one subject. They keep perfect control over themselves, until some particular player enters the room, then their features are suddenly clouded, and we know that a storm is iminent. Others get on smoothly until some outsider ventures to say that their play was bad, or a partner who has thrown away trick after trick, and game after game, begins to lecture. The bad play is bearable, but the lecture is too much. One very quiet player is put out because the cards are placed in the wrong position, and a deal out of turn is the consequence. Another gets angry when having asked "No heart?" the partner refuses the ordinary courtesies of life. He will not look at his hand, and revokes. Another gets angry because of his partner's stupidity—wanting one trick to win, he finesses Ace Q : whilst yet another is unhappy because his partner must exhibit his knowledge and memory. He trumps his partner's winning card, and leads out triumphantly the 7 of a plain suit, which he believes is the best, and he finds the 8 against him. If the player knows that the card led is a winning card, and he trumps without an object, he is not only rash, but uncourteous. The model player should be a gentleman, and he should be a good player. He should be quiet and concentrate his whole attention on the game before him. The gentlemen are not numerous, for they are few in number, who are always careful to respect the feelings of others. In playing a game, the object of all should be to add to the pleasure of all, yet how few there are who strive to please. A player commits a blunder from ignorance. If so he remains ignorant ; it is useless pointing out his blunder. This only makes him nervous and uncomfortable. The bulk of players, when they go wrong, see the mistake they have made, and this is sufficiently mortifying—a gentleman should not add to the pain by harping on this one string. At Whist we appear to be at the mercy of every one. We do not in private life point out all the faults and vices of those with whom we associate. If we all knew the baseness of our own hearts, and proclaimed them on the housetops, how many would care for our acquaintance? but at Whist all men seem to gloat over our misfortunes and blunders, and they chuckle and exult as if they had done something very clever in seeing our discomfiture. We all play our best ; we none of us purposely throw away our own money or that of our partners. We have not all equal Wisdom. We have not all the same means of observation. That which is apparent to the meanest capacity looking at one hand is extremely difficult to see looking at another hand. There are many cases where the chances are equal as to the best mode of play, and it would be strange, indeed, if any player were always right. No one would dream of chuckling, because in tossing a man guessed head or tail at the wrong moment. Yet some of these clever men who look on at Whist seem to have nothing better to do than to point out blunders similar in character to this. When the blunder is made why not make the best of it, as in any other walk of life we should all endeavour to do. So little irritates a Whist player that it is somewhat hard that an outsider should say or do anything to cause that irritation. One player in a thousand may be a Whist genius, and he knows it, and he knows further, that he is the only genius at the table. Is he therefore charitable towards his neighbours? Not a bit of it. He thinks his partner ought to know everything that he, the genius, knows, though a moment's reflection would recall to his mind the impossibility of the non-genius ever acquiring a knowledge of the position of the cards or the skill to take advantage of that knowledge. In the outer world if a gentleman makes an assertion no one contradicts him. Yet, at Whist, if A says we have the odd trick, another player says: "no you haven't," without any hesitation. Is there any necessity for rudeness in the matter. Is it not easy to suggest a mistake, or to say, "I beg your pardon." The one method soothes, and the other irritates. As soon as a hand is finished it should be easy to play it over ; but if in the first instance the players begin by shouting and wrangling the thread of the game is gone, and that which was easy at first

becomes difficult, and sometimes impossible. A loses to B, and A thinks he has paid the amount. Are we more likely to get at the truth by first asserting that "I paid"—"No you didn't," like two children? A cool head is requisite for settling disputes. Whist players get red in the face about a trifle that wise men would not deem worthy of notice. The model player will be cautious to count his tricks before proceeding to score. If he has a doubt, he will appeal to his adversary. He will take care to remember the number of honours he has before claiming 2 or 4. He will call his score audibly before marking. He will not be content with calling and marking 2 by honours, whilst the others are talking, so that they do not hear the call. If the counters get displaced, he will call the attention of his opponent to what he is doing, and not take the chance of putting up one too many by accident. Having incurred a penalty, he will never try to avoid the payment of what is due by haste. Having revoked, he will not at the end of the hand throw up his cards to avoid being found out, but will play as steadily as if nothing had happened. We recently saw a revoke committed, and we subsequently saw the same player cover his revoke by again not following suit. This in Whist is unfair play, and it cannot be too often repeated that a man must not revoke on purpose under any circumstance. There are certain little matters called etiquette, that it cannot be expected every player should know. There are some who fancy, because they are rich, that therefore they are gentlemen. No greater mistake was ever committed. Etiquette is acquired by education, or it may be innate. Etiquette becomes known to some and not to others. Take the case of a club whip. No one knows how the etiquette came into existence. Yet every man of education able in purse to comply with a whip does so, or is shunned and made ineligible to be elected in other clubs. Yet there are certain men who think they can ignore this etiquette, and yet hold up their heads as honourable men. Etiquette in betting is often ignored. The players have a right to all bets before outsiders have anything. Every player knows this, but it is the gentleman alone who first asks the players whether they wish for the bet or not. The cads prefer to make the bets as they please, regardless of the fact that many men willing to bet would not be willing to interfere with bets already made. The model player having betted £5 on one rubber, does not reduce his bet next time, and in private society he does not stand out for odds. The model player consults his partner's wishes, nay even his superstitions. He asks his partner what cards and seats he prefers? He places the cards to be cut square. If the cards are mixed in cutting, he asks his adversary if he would prefer a new cut. He asks his partner if he would like any portion of his bets, and at the end of the rub having lost the odd trick, he makes the best of it, and hopes for better luck next time, instead of asserting as one of our friends always does, that "if we had played differently we might have made five by cards." The model player does not break up the table because he cannot get such high bets as he can at another table. Because he has £50 on this rub, he does not grumble or growl about his luck, when the new comer can only afford to play for £5. He thinks of the means of his opponents, and does not imply anything to their disparagement because their pocket is not so full as it might be.

The admirers of Whist never seem to tire of speaking of the intellectual capacity of the players at this incomparable game. The lowest qualification acknowledged by the school board for children of the mature age of 4 would require the pupils to count 1, 2, 3, 4, yet the bulk of Whist players could not pass this examination. When the time arrives for cutting out at Whist, no man can count whether he has played 1, 2, 3, or 4 rubbers. The large majority have only played one. It is no use talking to us about numbers, because practical experience is against the numbers. We assert (figures to the contrary) that if there are 4 players who have come into the table one at a time, and they have, in fact, played 2, 3, 4, and 5 rubbers respectively, when two men desire to come in there are no two of these players who have played more than two rubbers, and the majority have only played one. This seems a paradox, but, from long observation, we are satisfied that this is true, and if Mr. Proctor, Dr. Pole, or our own mathematician have anything to say in favour of their prejudiced views on the subject, space is at their disposal. Gentlemen do not discuss the number of games that they have played. They try to recollect, and, if in doubt, they give way. There should be no difference between the gentlemen and the cad, so far as memory is concerned. Each should be able to count 4, but somehow or other the cad never counts correctly. He has never played more than one rubber.

INFERENCES AT WHIST.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—Will you kindly interpret, for the benefit of an imperfectly educated Whist player, a sentence in Mr. F. H. Lewis's letter on "Inferences at Whist," which appeared in your January number.

It runs as follow:—"Where a player discards an Ace, and then a small one of an untouched suit, it ought to be a certain inference that he holds at least King, Queen, but the inference that it was a signal for trumps might be most inaccurate."

The latter portion of this *dictum* puzzles me. I should not have thought that a stronger or more unmistak-

able signal for trumps could be given than by the discard of an unopened suit, followed by a small one. Is it not the "Blue Peter" *natural?*

A SMALL TRUMP.

[We should not find fault with any one taking the same view as our correspondent. If the unnecessarily high card is thrown away early in the hand, no doubt this would be a natural inference; but there are times when your opponents are playing a strong game when it is impossible to play other than to protect their suit, when it is necessary to discard from your strong suit, and if you can throw away a card like an Ace it makes clear to all parties what you want. The meaning ordinarily attached to throwing away an Ace is that you have complete command of that suit, and you may play the Ace, even though you have not got a trump in your hand. The two Rules, 1st, throwing away a high card to call for trumps, and 2nd, throwing away the King card of a suit to show that you have complete command of the suit must sometimes conflict; and "A Small Trump" will, we are sure, exercise his judgment in the matter with discretion.—ED. W.P.]

DOUBLE DUMMY PROBLEM, No. 116.

THE only correct solutions to this problem are by "Beta," and "A Small Trump." The former gentleman (an accomplished player) says that the problem is free from difficulty. We should like to see a little more enthusiasm displayed in this department. It is capital practice to attempt the solution. It is highly satisfactory when we succeed, and we should not be downhearted when we fail. The solvers of Chess problems are a large class, and many solve every problem. Although we alone give Whist problems, we do not get half a dozen correct solutions a month, and in two months we have only two correct solutions of an easy problem. The Chess solvers would die of remorse at such a result, whilst the Whist solvers simply assert that "they did it," but never put their work to the test. One esteemed correspondent appears to have noted down in his book an incorrect solution. Why this laziness? There is nothing like these problems in the world, for there have not been half a dozen problems published from the beginning until now, except in these pages, and the problem this month is No. 117. Until a player has mastered a good problem, he is unable to appreciate the highest ideal of what Whist should be, or to understand how far below the Whist standard is the best player of the day. For the best analysis and solution of the problem in this Number we offer the last edition of "Cavendish," or any other work of the same price, at the option of the winner, and we can assure our readers that if they will master the different variations of this problem, they will add to their knowledge, and we think they will better appreciate the work that Mr. Lewis, month by month, puts before them.

A QUIET RUBBER.

BY A WHIST PLAYER.

WE have looked and longed for a quiet rubber; we have prayed for peace and quiet; we have ridiculed the ways and manners of noisy players in savage terms. It is said that we have described and labelled men as savages and brutes—men whom we never saw and never heard of. When, therefore, the walls of London were covered with "A Quiet Rubber," we thought, if we cannot play a Quiet Rubber, at any rate we can see one and die! We hastened to the *Court*. There are four characters in the piece. Miss Plowden and her lover, for our purpose, being dummies; Mr. Sullivan (Mr. Kelly), and Lord Kilclare (Mr. Hare). In Mr. Sullivan's opinion, "Lord Kilclare is the worst player in Ireland—the very worst, and there's no teaching him. He has manners. All the Kilclares have manners, but he forgets them behind the cards. Last night he was my partner, and I was doing the best I could for him, when he says, 'may I ask why you didn't play the small trumps?' Because it is bad play, my Lord. 'Is it?' says he, and he looked at me and spoilt my supper. (In soliloquy), 'Clubs were trumps, I had a Knave of Spades and Queen of Hearts. A 7 of Spades was led.'" Sullivan talks to his daughter of the young (now old) Lord. "And the young Lord was always a quiet, asy going young man, bar Whist, but he is the worst Whist player in Ireland, and out of it, and as obstinate as an old cow." Then comes the old Lord on the stage, and he says, "I have had bad dreams." "That is because you went to sleep over your cards." "When, may I ask, Mr. Sullivan?" "Last night." "I beg pardon, I never go to sleep over my cards; in the first place it would be impolite, and I don't usually bear that character." "Certainly not, but we can't always be staring wide awake, and if last night you did doze off a bit—" "I did not go to sleep last night, I might have been absent." "Of course you were absent" (and aside) "and the cards fell out of his hand." After some finesse, they sat down to a rubber, and Sullivan says, "Oblige me by putting on your spectacles, and do not play a Spade when a Club is led." "It is not good taste to refer to that subject, particularly as you won the game." "Yes, we won by my good play."

Lord Kilclare has the deal, and he misdeals. "There is no law against a misdeal, Mr. Sullivan." "No, I believe not, but if he is partner of mine, I should feel obliged if he wouldn't."

In the next rubber Sullivan and his daughter keep up a conversation, and Lord Kilclare puts down his cards and says, "This is not Whist," and he then settles down "to play Whist as it ought to be played." However, the first thing he does is to revoke, and Sullivan says, "Three tricks gone, and a sovereign." The old Lord says, "I am exceedingly sorry, but this makes us even: you won by my bad play yesterday, and now you lose by my bad play, and so we are quits." The game proceeds, and the old Lord leads a Spade, which Sullivan wins, but does not return the suit. Lord K. says, "Oh! I beg your pardon, you had a Spade?" "Yes, I made a mistake." "Your mistake is much more serious than mine—mine arose from inadvertency, yours is an error of judgment; you win by luck—I by skill." Sullivan gets very excited, and asks what he means. "No good player takes advantage of his adversary's inadvertency." The rubber is broken up. Aside, Sullivan again says, "The old Lord is the worst player in Ireland."

Lord Kilclare says that he is addressed in the language of a pot-house, and he insists upon leaving the house. However, matters are brought round. Lord K. is led to believe that he has been asleep, and when he awakes and finds the cards (duly arranged) all trumps and court cards, he revels with delight over his "beautiful cards," and we have Mr. Sullivan's "beautiful, I should think so, I put them there myself." Now we have nothing to say against the drama. We have no objection to Mr. Coghlan taking our leading characters, and exhibiting them on the stage for the amusement of the public. They are fair sport. Their follies are apparent, and who knows when the Sullivans and Kilclares visit the *Court* they may have the power to see themselves as others see them. The acting is too good. We lose the moral in our admiration of the actors. The Sullivans and Kilclares are a race. We have seen hundreds of them. But in our ignorance we thought that on the stage there was something that we have often read about—poetic justice or dramatic justice—and we always expected that the villains of the piece come to a timely end. Our author has not done justice. He describes the Whist players, but he does not feel for them. In real life there is a prejudice against dramatic justice. We see no reason why Lord Kilclare should not be shot, or, for the matter of that, Mr. Sullivan also. We should like to see a cantankerous, quarrelsome Whist player or two shot for the benefit of the race; this cannot be done without prejudice to the law, but, on the stage, why should not both the heroes have their reward? We can only acknowledge the pleasure that the author has given us, and express our admiration of the acting of Messrs. Hare and Kelly. If to imitate nature is the highest art, they have succeeded, and we hope all Whist players will go and see "A Quiet Rubber."

A SUGGESTION.

In gathering the tricks, some players put forth their hand quickly, and cover their own card, so that the player to their right cannot see what is played. A little attention to the comfort of others would prevent this.

ECARTÉ.

Calculation for Leader—*continued.*

XVI.—One trump, and three winning or forcing cards, of any suit or suits.

Case calculated Clubs trumps ; ; ; Leads and continue with winning cards.

Possible hands for D		L wins	D wins
Three or more trumps	See table		4,106
3 T 3 A	$\frac{6\cdot5}{2} \times \frac{5\cdot4\cdot3}{2\cdot3}$	150	
2 T 2 A 1 B C	$\frac{6\cdot5}{2} \times \frac{5\cdot4}{2} \times 15$		2,250
2 T 1 A 2 B C	$\frac{6\cdot5}{2} \times 5 \times \frac{15\cdot14}{2}$		7,875
2 T 3 B C	$\frac{6\cdot5}{2} \times \frac{15\cdot14\cdot13}{2\cdot3}$		6,825
1 T 4 A B C	See table	29,070	
No trumps	See table	15,504	
		44,724	21,056

XVII.—No trump, a King in each suit, and a Queen.

Case calculated

Possible hands for D		L wins	D wins
Three or more trumps	See table		6,671
2 T 3 A	$\frac{7\cdot6}{2}\times\frac{6\cdot5\cdot4}{2\cdot3}$		420
2 T 2 A 1 B	$\frac{7\cdot6}{2}\times\frac{6\cdot5}{2}\times6$	1,890	
2 T 2 A 1 C	$\frac{7\cdot6}{2}\times\frac{6\cdot5}{2}\times7$	2,205	
2 T 1 A 2 B	$\frac{7\cdot6}{2}\times6\times\frac{6\cdot5}{2}$		1,890
2 T 1 A 1 B 1 C	$\frac{7\cdot6}{2}\times6\times6\times7$	5,292	
2 T 1 A 2 C	$\frac{7\cdot6}{2}\times6\times\frac{7\cdot6}{2}$		2,646
2 T 3 B	$\frac{7\cdot6}{2}\times\frac{6\cdot5\cdot4}{2\cdot3}$		420
2 T 2 B 1 C	$\frac{7\cdot6}{2}\times\frac{6\cdot5}{2}\times7$		2,205
2 T 1 B 2 C	$\frac{7\cdot6}{2}\times6\times\frac{7\cdot6}{2}$		2,646
2 T 3 C	$\frac{7\cdot6}{2}\times\frac{7\cdot6\cdot5}{2\cdot3}$		735
1 T 4 A	$7\times\frac{6\cdot5\cdot4\cdot3}{2\cdot3\cdot4}$		105
1 T 3 A 1 B C	$7\times\frac{6\cdot5\cdot4}{2\cdot3}\times13$	1,820	
1 T 2 A 2 B C	$7\times\frac{6\cdot5}{2}\times\frac{13\cdot12}{2}$	8,190	
1 T 1 A 3 B C	$7\times6\times\frac{13\cdot12\cdot11}{2\cdot3}$	12,012	
1 T 4 B C	$7\times\frac{13\cdot12\cdot11\cdot10}{2\cdot3\cdot4}$	5,005	
No trump	See table	11,628	
		48,042	17,738

Table of hands to be played by the first player without proposing.

		L wins	D wins
I.	Three trumps, and any two cards	42,014	23,766
II.	Two trumps, and three of a suit	47,768	18,012
III.	Two trumps, and K guarded, in any suit	46,039	19,740
IV.	Two trumps, and Q guarded, in any suit, small card in another	43,764	22,016
V.	Two trumps, any two cards of one suit, and K of another	45,374	20,406
VI.	Two trumps, 8 and 9 of a suit, Q of another	44,169	21,611
VII.	Two trumps, 9 and 10 of a suit, Kv of another	43,478	22,302
VIII.	Two trumps, Ace and 10 of a suit, Ace of another	44,243	21,537
IX.	Two trumps, Kv and Ace of a suit, 8 of another	44,766	21,014
X.	Two trumps, K of one suit, Kv of another, 7 of the third	44,459	21,321
XI.	Two trumps, K of one suit, Ace of another, 9 of the third	44,034	21,746
XII.	Two trumps, K of one suit, 10 in each of the others	43,434	22,346
XIII.	Two trumps, Q in two suits, 8 of the third	44,766	21,014
XIV.	Two trumps, Q of one suit, Kv of another, Ace of another	46,779	19,001
XV.	Two trumps, Kv in each of the other three suits	45,929	19,851
XVI.	One trump, and three winning cards, in one or more suits	44,724	21,056
XVII.	No trump, K in each plain suit, and a Q	48,042	17,738

No hand should be played by the first player without proposing that does not contain some of the above combinations or better cards in the same suits, unless the dealer is at four, when the leader may play when the chances are even, as there is then no double score possible as a penalty for not proposing.

DRAMATIC NOTES.

THE Month of January is usually a blank as regards theatrical matters, but to this rule January 1876 has proved a notable exception. The number of topics that present themselves for comment is bewildering. There have been changes in plays, changes in management, a few novelties, revivals of Shakspeare, and Opera Bouffe; the Irving libel case, the Boucicault letter, and (last and least) the burning to death of a ballet girl at Sheffield. Besides these, there have been minor incidents not without interest. Of such, for instance, was Mr. Horace Wigan's ingenious endeavour to enlist the church on behalf of the stage, by announcing that *All for Her* had met with the approval of many eminent divines. An extraordinary analytical criticism of Mr. Toole as *Tottles*, which appeared in the *Daily News*, after the ordinary notice, has hardly aroused the attention it deserves, for it marks a new departure in dramatic criticism. It can be read now, for the Gaiety management, naturally and wisely impressed with its value, advertise it daily almost in extenso in the *Telegraph*. The gratification of Mr. Toole, on reading this wonderful criticism, must at least have been equalled by his astonishment at discovering he could express so much by means so small. His first impression no doubt was, like ours, that it was a joke; but second thoughts prompt the conclusion that a vivid imagination acting on an imperfect knowledge of true acting exists somewhere in an influential position on the *Daily News* staff. The writer should at once go the round of the pantomimes, and give the world his analysis of the complex emotions that inspire the movements of the clown, taking care to reserve Mr. Frederick Vokes till the last, lest the condition of mind into which the "whirlwind of emotions" of that gentleman might throw him would incapacitate him for sane society. He would at least be doing good service if he would visit Covent Garden, and censure the very open and unpleasant way in which the pantomime there is given up to advertisement. The street, which is a usual scene in harlequinades, is formed at Covent Garden by a house in Vigo Street, in Cheapside, and in the Strand, placed side by side, and bearing the numbers and names of the occupiers as they appear in the directory. Two children perform on skates, and a placard is exhibited extolling the rollers of a particular maker. The clown steals a bonnet and reads the address in full to the audience; he tries on a hat and observes that he buys his at such and such a place. There is a good deal more of this "Yorkshire Relish," which, as it is unnoticed by two-thirds of the audience must be as unprofitable to the advertiser as it is disgusting to those who mark it. In spite of the wonderful profits made by a few theatres, pantomime is probably in its decay, and if it is merely to serve the purpose of a street hoarding, the sooner it goes the better.

The *Fun* libel on Mr. Irving has so completely dropped out of notice, that it is hardly worth while to add our mite of condemnation on the libel itself, and the manner of its withdrawal. The periodical was worsted at all points, and the distance between its first intention of braving the matter out and the final definition of "hireling press" by its advocate was very wide indeed. Two important facts were discovered from the trial; first, that the public will not back up the private spites and animosities of the comic journals; and second, that the press is not so omnipotent as it wishes to believe itself. Who does not know the lordly superiority of tone used towards any aggrieved persons who may venture to call in question the infallibility of a newspaper. Statesmen, clergymen, lawyers, and others are all supposed to know less of their business than the leader writer, who calls them over the coals; and the butt of the whole press, serious and comic, has long been the alderman. Conceive, then, the humiliation of *Fun* when it is dismissed, with a contemptuous caution to behave better in future, by one of the very body which serves as a standing dish for its facetious columns. This is gall and wormwood indeed, and should atone to Aldermen and Common Councillors for years of lampooning. With regard to Mr. Boucicault's letter to the Prime Minister, whatever we may have had to say about it, will not, in view of recent events, be said now. Except this, that his theory on the applause of playgoers is utterly untenable, and that *The Shaughraun* is about to be extensively performed in the provinces, though Mr. and Mrs. Boucicault will take no part in the representation. A melancholy proof of the entire distinction the public draws between real and stage life is at hand in the atrocious manner in which a girl was allowed to be burned to death at a Sheffield theatre. This girl was a hanging fairy, that is, suspended by and securely fastened to wires concealed by her dress. Her skirts caught fire and she was burnt beyond recovery, the horrible and literally heart-rending feature of the case being that she was so fastened as not to be able to move either hand or foot, or even to indulge in the muscular effort of *writhing*. If the public felt as a body as they no doubt feel individually on this matter, they would at once howl at, hiss off, and make a clean sweep of those pantomimes which at this moment are exhibiting scores of suspended fairies. A play is now being performed at the Duke's Theatre, called *Too True*, in which a pathetic situation occurs where the heroine is about to be burnt for a political crime. This melts some in the audience to tears, and would, perhaps, if the play were not so badly acted, diffuse the whole theatre. And yet, Mr. Boucicault, this public, which is horrified at the idea of a stage heroine being led to the stake, has no feeling whatever (as a body) for the Sheffield ballet girl, and witnesses without emotion, a possibility of the same catastrophe nightly in London and many other places.

The numerous changes that have taken place in theatrical programmes—a word to which we have as strong a dislike as Sir Wm. Harcourt, but there is none other at hand—proceed in some instances from curious causes. The *Shaughraun*, withdrawn for the reason stated by Mr. Boucicault, is succeeded by *Peep o' Day*, and herein is shown the remarkable sameness of Irish plays, for in each case there is a rebel hero, a villainous squireen, a genial priest, and an amiable English officer. At the Haymarket, changes have been as capricious. *Married in Haste* was withdrawn in the midst of an apparently successful career to make room for Mr. Sothern, who, after a few weeks, goes to America for his health. *Married in Haste*, banished to the Charing Cross, is not brought back again, but, in succession to Messrs. Byron and Sothern, we are treated to Shakspeare, edited and illustrated by Miss Neilson. These rapid alterations of style do not usually conduce to the success of a theatre. The Gaiety, a short time ago, did not prosper on a fitful policy of management, and the Olympic is perplexed by sudden changes in the character of the plays produced there. Whether the Haymarket, after a course of Byron and Sothern, can return successfully to its old line, remains to be seen. *Romeo and Juliet* has had a very brief run, and it is doubtful whether Mr. Tom Taylor's new play, *Anne Boleyn*, will fill the treasury, unless Miss Neilson is to emulate the success of Mrs. Rousby in *'Twixt Axe and Crown*. We have always admired Miss Neilson's face more than her acting, and although she has much improved her old failing of a broad and unpleasant accent, she is not an ideal Juliet in the points of ingenuousness and refinement. But we do not know a better, for Miss Cavendish is a little too hard in manner, and there are at present no other canditates, though it is to be hoped that Miss Hollingshead will make a trial of the character. A Juliet requires youth and power, and these qualities are rarely combined in a lady. The Haymarket Theatre appears already to have lost the tradition of Shakspearian acting, and indeed, now that poor Rogers has gone, Mr. Buckstone and Mr. Howe are the only leading actors left of the old *regime*. Mr. Howe is all that could be wished as Friar Laurence, and in Mr. Harcourt, as Mercutio, the company has received a brilliant addition. Mr. Harcourt's Buckingham at the Gaiety prepared us for a good rendering of Mercutio. He is at once spirited and intelligent, and he has the gift of being able to "fill the Stage." His Mercutio is worthy of his Young Marlow in *She Stoops to Conquer*, which is the best of the many Young Marlows we have seen. The rest of the acting cannot be praised, but, on the other hand, the scenery is extremely beautiful. It is greatly to the credit of the management that without preliminary advertisements or puffing, and probably with no anticipation of a long run, they have supplied scenery for Romeo and Juliet that has not been surpassed even at the Prince of Wales'. The changes of scene are made too without noise and bustle, a circumstance due partly to good stage-management, and partly to the fact of a return to the good old custom of a green baize covering to the stage. Shakspeare is thus being performed at the Lyceum, Haymarket, and once a week at the Gaiety, which may be set off against opera bouffe at two Theatres. We have never committed ourselves to the rash assertion that opera bouffe was dead, only that it was dormant. Nor, we repeat, is there any objection to opera bouffe itself, so long as it is lively, well acted, and not offensive. But as it is provided at present, it is sometimes inoffensive, now and then well-acted, but never lively. Shakspeare is tedious occasionally to playgoers; but Opera Bouffe, which is nothing if not amusing, is, compared to Shakspeare, in the matter of dullness, as *Clytie* to *Tom Jones*. What is there to attract in *Madame L'Archiduc* at the Opera Comique? Not the music, which is stale and commonplace; not the story, which is silly; not the spirit, or rollicking fun, for there is none; not the acting, for except Mr. Hill, who is god-like by contrast, there are no actors. Miss Soldene has some notion of the histrionic art, but her notion is not a nice one. The reader, doubtful of our good faith, may ask how it is that opera bouffe does, as a matter of fact, attract playgoers. We reply that it seldom attracts long. There has been no opera bouffe recently that has had a lengthened run, and for a short time, of course, in a large place like London, there are sufficient lovers of opera bouffe, dull or lively, decent or indecent, to keep a theatre going. There is no blame to be attached to any persons indulging their tastes for the entertainment if they choose, but a complaint may reasonably be made against the newspapers, both for their policy and inconsistency. It is commonly to be read in a criticism of an Anglicised opera bouffe, that the "Censor," that is the Lord Chamberlain, has stood in the way of the original French plot. But surely it is the business of the critics, as well as the Censor, to stand in the way of such productions. The inconsistency is still more marked, and shows a tendency to follow the times. When opera bouffe was really popular, criticism blessed it. When the public tired of it, the critics cursed it; and now, being rather undecided which way the public is inclined, a half and half method is adopted. The scale runs thus:—Opera bouffe is good, it is worth a column of criticism: then it is a nuisance: then it is dead: and now, it is not so dead as carpers would have us believe. We wait with interest for the next note to be sounded.

Two melodramas have been produced in the month. One, *Too True*, by Mr. Craven, at the Duke's, late Mirror, late Holborn Theatre, weak in itself, is made weaker by inefficient acting. The other, *Clytie*, by Mr. Hatton, at the Olympic, is so bad that the finest acting in the world would not disguise its badness. Mr. Burnand, under whose enlightened management *Too True* is produced, is again under obligations to the critics, who have been very mild about Mr. Craven's last production. It is an extraordinary contradiction of probabilities that the author of *Happy Thoughts* and *Black Eyed Susan* should seek to attract the upper class

of playgoers by the gasping situations of *Too True*. Mr. Craven himself would have given a better chance of life to his play by not appearing in it, for the labour which he has to go through is quite beyond his physical resources. The same may be said of Miss Ada Lester, and it is only just to Miss Louisa Moore, not usually a bright particular star, to state that in *Too True* she shines alone. As for *Clytie*, we have seen it, and we have read the *Era's* criticism on it; and though we know the *Era* is biassed against the author, and would have written in just the same manner if the play had been ever so good, we can only say that its criticism is perfectly correct. If a verdict is to be taken on the general merits of *Clytie*, it must be hostile, for the play is of the most hackneyed type of melodrama, not relieved by the overdone gush of the first and last acts. If the author takes his stand on the trial scene, he fails equally, for, even if it were allowed to be good, it is too short and disconnected to leaven the whole lump. As for the connection between the scene and the Twiss case, we do not believe that an average audience would have found it out, if the author had not directed attention to it in his address on the play bills. For the rest, the thrilling situations, the fights between virtue and vice, the heavy father, the comic gardener, and the rest, were worn out at the Adelphi long ago, and it is inconceivable to us that Mr. Hatton, making all allowance for the partiality of an author for his creation, can really believe *Clytie* to be a good play. The case looks very desperate when he can bring himself to advertise in his favour an "exhaustive analysis" of the play from the *Sporting Life*, and a favourable review in the *Court Circular!*

A line must suffice to record the merit and success of a one act play by Mr. Coghlan, called *A Quiet Rubber*. Mr. Hare and Mr. Kelly appear to much advantage in it, and, added to *Broken Hearts*, it makes the entertainment at the Court one of the most enjoyable in London. A rubber is a novel feature on the stage, and might be improved upon. A screaming farce or a thrilling drama, according to the taste of the spectator, could be presented by simply transferring, without addition or comment, the progress of a rubber from any Whist Club to the stage.

ANSWERS TO CORRESPONDENTS.

CHESS.

H. J. C. A. and R. W. J.—The problems appearing in the "Chess World," are not included in the solution competition, unless such a condition is specially mentioned. In nearly every case these positions are taken from other journals, after the solutions have been published, and it is entirely through inadvertence that they have been numbered in our recent issues.

A. P. B., New York.—Many thanks for your batch of games, problems, and endings. We do not consider correspondence games any test of a player's force over the board. A marksman may be always able to hit the bull's-eye in a shooting gallery and turn out a poor shot in a duel notwithstanding. Correspondence games between fine players are, however, most instructive to the student, as from the extreme care exercised by the players, the best attacks and defences are displayed in them.

Elsley Road.—We are unable to decipher your signature. The problems show considerable promise, but you have left off at the point where the practised composer begins, with sufficient White force to carry out your conception, but leaving the Black monarch without the semblance of resource against his enemies. No. 1 can be solved by B to Q 2; No. 2 is better in construction, but it is much too simple for publication. We shall always be glad to examine your problems, so do not hesitate to send them.

T. T. (Holloway).—You will find the rules of Chess play in the Book of the 1862 Congress, published by Bohn, Covent Garden.

J. M. (Wandsworth).—The best Chess teachers are experience and study. Play as often as you can without injury to yourself or your belongings, and study Wormald's Chess Openings. The professional players will take your purse and give you the same advice. Take it from us and save your coin.

J. P. B. (Brooklyn); F. H. T. (New York); A. M. L. (Williamsburg); W. C. N, (Lotus Club); H. E. W. (Hoboken); are all thanked most cordially for their valuable communications. F. H. T. shall hear from us by the next mail.

R. Braune.—A most welcome batch. They shall have due honors.

J. Pierce.—Thanks for the problems.

J. Scott.—Very elegant indeed, and, we trust, correct this time.

R. W. Johnson's reviews and solutions came too late for insertion last month, but they came to hand before the solutions were published, and are therefore good in the competition.

WHIST.

Y. Z. (*Blue Peter.*)—If 3rd player, on an original lead, plays the 8, and he afterwards discards or plays the 10 of this suit, it would be clear to our mind that he has the 9, and he has, therefore, thrown away an unnecessarily high card. It cannot be that he has thrown away the 10 to stop the suit, *i.e.*, to deceive his adversaries, and it cannot be that he would finesse 8, 10, in his partner's suit. However, there are players and players, and it may be that some finesse 8, 10, and some having 8, 9, 10, may think their adversaries so dense that if the original suit be again played and they put on the 10 the 2nd time that they will make any one believe they have no more of that suit. You must play with some knowledge of your man, and with no knowledge assume that your partner has sense if he has it not.

PIQUET.

S. T. H.—A card once played cannot be withdrawn except to save revoke, thus, if you play Queen on King and you have the Ace, the Queen having touched the table it must rest. It is different, however, if you have one of the suit led, you are bound to follow suit, and you can take back the card you have incorrectly played.

The Westminster Papers.

1ST MARCH 1876.

OUR PORTRAIT GALLERY.—No. 1.

HERR WILHELM STEINITZ.

THE achievements of our Chess masters are chronicled by a host of scribes, and their names are immortalised in the records of the game, but hitherto no one has attempted to invoke the aid of the limner's art for the purpose of familiarising the Chess World with their features. Yet if ever the Chess World experienced what is called "a long felt want," here is one at our very doors, calling for immediate alleviation. Who is he that has studied the

games of Macdonnell and Labourdonnais, and felt no pang of regret that he has never seen their faces? Notwithstanding the graphic descriptions of both players with which their contemporaries have furnished us, the student is unable to fill in the picture, and can neither fully realise the prime, precise, and clean shaven neatness of the English player, nor the unkempt and slovenly exterior of the famous Frenchman. Who is he that has heard Mr. Boden's story of Herr Harrwitz instructing a waiter to look under the table for the move which Mr. Staunton declared he had lost but would give all the money he could borrow for a sketch of the "cloud-compeller's" face at the moment? And, finally—who is he that will not thank us for the characteristic protrait of the great Bohemian Chess player which accompanies our present number.

Herr Wilhelm Steinitz, although born in Prague, Bohemia, does not object, while in England, to be considered an English Chess player; but, if we rightly recollect his speech at the Vienna banquet, a few years ago, he did not press that point when his compatriots claimed the honours of the occasion for Austria. It would probably be too exacting to require that he should repudiate his nationality when he is at home, and, indeed, we have never been able to comprehend why he should do so here, unless it may be ascribed to his distinguishing characteristic,—a conscientious attachment to his own interest in every transaction of his public life.

His exploits upon the Chess board are familiar enough to readers of the Westminster Papers, and they have been so recently chronicled in the *Standard* that it is unnecessary to refer to them here, except to assure our contemporary that in some important particulars his reporter's account of them is entirely imaginary. Herr Steinitz did not win the third prize in the London tournament of 1862, nor the fourth, nor yet the fifth, and if there had not been a sixth, he would have emerged from that memorable fray a prizeless Chess player in a land of strangers. Our contemporary is also mistaken when he states that Herr Steinitz has previously defeated his present adversary in a match. They have never played a set match before, unless the couple of scratch games they played some years ago at a "city bun-shop" can be so termed, and they were certainly never so considered.

Chess has been, and is, the vocation of Herr Steinitz, and he has pursued it so ardently that he has rather neglected most of the branches of polite learning which are said to lend a charm to social intercourse. He is consequently ignored except when he is at the Chess board, and in a crowded Chess room he may often be seen, like Eugene Aram, standing apart, a "melancholy man." His great talents, as a Chess player, are undeniable, but he is too much given to self-assertion. Perched upon the pedestal his self-conceit has erected, he deems a solitary Pawn in his hand sufficient to sweep all before him. At the Chess board he sometimes contrives to do so with his sleeve.

THE CHESS WORLD.

"The whisperings of our petty burgh."

If there has not been much Chess in London during the past month there has been no dearth of topics for discussion. The removal of the old-established City Club to a magnificent suite of rooms at the foot of Ludgate Hill, the long looked-for tournament at the Divan, and the curious manœuvring which heralded and now attends the progress of the match between Blackburne and Steinitz, are events which, each in its turn, excited its due share of admiration, surprise, and ridicule from the citizens of our petty burgh.

The City Club inaugurated their tenancy of the new rooms, 74 Ludgate Hill, with a general meeting of the members, on the 16th ultimo, Mr. H. F. Down presiding. The meeting was largely attended, at least one hundred members being present, who received with every mark of satisfaction the report of the Committee upon the progress of the Club during the past year. Indeed, when the Honorary Secretary, Mr. F. S. Walker, announced the possession of a surplus the members were surprised into something like enthusiasm, and the statement was followed by ringing cheers. The long reign of the professional management had not accustomed the members of this Club to such a state of things, and it is probable enough that there was a spice of triumph in the cheers which greeted Mr. Walker's surplus. In view of the large expenses springing from the increased accommodation now provided for the members, the meeting resolved to raise the annual subscription to half-a-guinea, and an entrance fee of five shillings will henceforth be required from new members. The days of meeting will be Mondays, Wednesdays, and Fridays, from 5 to 10.30 p.m., and Saturdays from 3 to 10 p.m.

At this meeting Mr. A. J. Manning was elected President of the club for the ensuing year. Mr. W. G. Howard was re-elected Honorary Treasurer, and Messrs. F. S. Walker and J. T. Pensam were unanimously elected Honorary Secretaries. An influential Committee of well-known amateurs, comprising Messrs. Chappell, Gastineau, Humphreys, Lord, Potter, Rabbeth, Sutton, Watts and Webber, were then elected, and after fixing Thursday, the 9th March, for the annual dinner, the members separated. We are glad to note that the new

rooms have attracted an increased attendance of the members, and that the old City Club pursues its way with every indication of a peaceful and prosperous career.

The proposition for a tournament between first-class players, to be held at Simpson's Divan, has for some months past engaged the attention of the habitues of that pleasantest of all Chess rooms, and it would probably have remained for all time a stock theme for them and their successors but for the practical energy of Mr. Greenhough, who, in conjunction with a few of his friends, has imparted life to the scheme by providing the money for prizes. A committee of amateurs, comprising Messrs. Lindsay, Gastineau and Duffy, have undertaken to arrange the conditions of the tourney, and the play will probably be commenced during the first week in April, and continued two or three days in each week, as may be arranged by the Committee, until the contest is ended. The following subscriptions have been received by the Treasurer, Mr. Greenhough :—

AMICUS	£4	0	0
ANONYMOUS	11	11	0
ANONYMOUS	0	10	0
J. CLARKE, ESQ.	1	1	0
DIVAN COMPANY	5	0	0
J. ECCLES, ESQ.	5	5	0
DR. ELAM	2	2	0
— GASTINEAU, ESQ.	2	2	0
S. GREENHOUGH, ESQ.	1	0	0
J. RABBETH, ESQ.	2	2	0
SAMPSON, ESQ.	2	2	0
WESTMINSTER PAPERS	1	1	0
Total	£37	16	0

It is confidently anticipated that, from further subscriptions, this sum will be considerably increased, and three handsome prizes thus provided for the winners.

Mr. Blackburne and Herr Steinitz have come to terms at last, and after five months' labour the professional Chess players' mountain has brought forth its mouse. The match, which one of the players has described as "momentous," will certainly be memorable, if only from the circumstance that all the arrangements in connection with it seem to have been made by the players themselves—not a single amateur of repute appearing before the public as concerned on either side—and from the thoroughly mercenary manner in which the affair has been conducted throughout. At the West End Chess Club, where the players meet, an admission fee is levied upon any innocent that may be caught abroad for the purpose of witnessing a Chess farce, and—although we do not mean to impugn the good faith of its management—a respectable association of Chess players is thus lowered to the level of a common show. The members are deprived of the constitutional protection of the ballot, and an organised Club is converted into a "Bohemian" free-and-easy, with no higher motive, that we can see, than to put a few half guineas into somebody's pocket. A Chess match conducted in such a manner could not possibly evoke much interest outside of the little knot of do-nothings, who find their account in the opportunity for fuss which such occasions afford them, and the character of the play has only increased the indifference with which it is regarded by the London Chess players. Up to the present time six games have been played, and all have been scored by the Bohemian. The seventh is about to commence. After four hours' play the players will leave the roped arena, in which they sit, "caged as our rarer monsters are," adjourning for dinner. Then will the long hushed voices of the gallery break forth into Babylonian noises, and after wild discussion, and still wilder analysis, the verdict will be "an even game." "Perfectly even" will be the quiet decision of one who knows, and to whom every one listens. Anon the players will resume play, and from that time forth, slowly, but surely, the Englishman's Pawns will disappear from the board, and soon the Bohemian Cæsar will add another spangle to his tinsel crown. This, in little, is the story of the "momentous" Chess match. In every game, except the first, the English player has out-played his adversary for four hours, but that tocsin of the soul, the dinner bell, seems to have exercised a very curious effect upon his "space imagination," and if he were not a blindfold player, we should be inclined to remind him of Carera's observation that "fulness is contrary to speculation, and obfuscates the sight." The games in this match having been disposed of by "private contract," we do not at present propose to publish them, lest by so doing we should deprive the players of the money they expect to receive for them, but as we have already shown that games of Chess played in public are not "property" in any sense, we shall probably publish the entire series when the match is concluded.

The *Ladies' Treasury*, afirst class London monthly, commenced last month; it devotes a page to the game of Chess. The new department is edited by Mr. Abbott, the well-known composer of problems, to which branch of the game the space at his disposal will be exclusively given.

The *Amateur World* is a new publication, which contains a capital Chess column, edited by Mr. J. T. Palmer, of Hull.

The handicap tourney of the Newcastle and Gateshead Chess Club was brought to a conclusion on the

8th ult. There were sixteen entries, and the players were divided into three classes, and four prizes were given. The first prize of £2 2s was taken by the Rev. T. Archdall, of the first class. The second prize, £1 10s, by Mr. F. Woodmass, of the second class; the third and fourth prizes, £1 and 10s respectively, were won by Mr. Charleton and Mr. C. C. Davison, both of the first class. We are requested to note that this time-honoured association of Chess players is now in a flourishing condition. In Mr. C. C. Davison the members have secured an Honorary Secretary who fully understands the responsibilities of the office, and energetically discharges them.

We are indebted to Mr. J. T. Palmer for the following reports of Chess matches played in Hull in the course of the past month. The frequent recurrence of these friendly matches cannot fail to promote the cultivation of the game in Hull and its district:—

A friendly Chess match took place in the Young People's Institute Coffee-room, on Wednesday, the 2nd ultimo, between seven members of the Christian and Literary Institute Chess Club, and an equal number of members of the Catholic Institute Chess Club. The pairing and play resulted as follow:—

Christian and Literary Institute.			Catholic Institute.	
Won		Drawn		Won
2	R. H. Philip	0	Rev. G. Johnson	0
2	J. Gregson (Pres.)	0	A. Lowther	0
0	H. Stonehouse (Sec.)	1	R. Richard	1
1	W. Steventon	0	J. Clark (Pres.)	1
0	S. Gilder	1	J. N. Mortson (Sec.)	1
1	G. J. Gresham	0	H. Hildyard	1
1	T. Gregson	0	J. Walker jun.	1
7		2		5

The C. and L. team thus won by two games. Mr. Philip scored the first game in the match, and Mr. T. Gregson scored the winning game. The final game—the one between Messrs. Gilder and Mortson—was given up as a draw for want of time to finish it, and was slightly in favour of the latter gentleman.

The return match took place on Wednesday evening, 23rd February, in the room of the Hull Church Institute, and resulted in a victory for the Church Institute by nine games to six. The pairing and score were as under:—

Church Institute.			Catholic Institute.	
Won		Drawn		Won
2	G. W. Farrow	0	Rev. G. Brunner	0
1	H. Dixon	0	Jas. Walker jun.	1
2	R. H. Philip	0	H. Hildyard	0
0	J. Crake	0	Jas. Walker sen.	2
1	W. E. Trumble	0	J. N. Mortson	1
2	R. Morris	0	F. R. Müller	0
0	J. G. Mart	0	J. Clarke	2
1	D. Sargent	1	R. Richard	0
9		1		6

Credit is due to Mr. Mortson, the energetic Secretary of the Catholic Institute Club for having brought so strong a team into the field, the club being yet in process of formation.

The first match of this season between the members of the Hull and Church Institute Chess Clubs took place at the Royal Station Hotel, on 21st February. Each club was represented by nine players, and the balloting for pairs and results were as follow:—

Hull Chess Club.			Hull Church Institute.	
Won		Drawn		Won
1	A. Crosskill (Beverley)	0	R. H. Philip	1
1	J. Clark	0	R. Morris	1
2	J. Walker	0	W. E. Trumble	0
1	Sanderson	0	D. Sargent	1
0	W. H. Penny	0	J. Parker (Grimsby)	2
1	E. Freeborough (Cottingham)	0	H. Dixon	1
0	S. Wilson	2	J. Holmes	0
1	W. Drury	0	G. W. Farrow	1
0	G. Gresham	2	J. Crake	0
7		4		7

The match thus ended in a draw. Last season two matches were played between the above clubs, and each resulted in a win for the Hull Chess Club, by nine games to two, so that the Church Institute team are to be congratulated on making such an excellent stand in the present match. The games were most stubbornly contested throughout, and the best local and district players were present. Many additional games were played, but as they formed no part of the match a record was not kept. Messrs. Crosskill and Clark, who are considered the two strongest players in Hull and district, lost a game each to their respective opponents. The first game, between Messrs. Holmes and Wilson, lasted upwards of three hours, and ultimately resulted in a draw. The second game was unfinished at 11 p.m., and was given in as a draw, both players being equal.

The annual meeting of the Members of the Bradford Chess Club was held on the 1st ultimo. The Honorary Secretary, Mr. Arthur Illingworth, reported that the Club then comprised forty members; that during the past year a handicap tourney had been commenced and concluded, in which Mr. Waldheim took the first prize, Mr. Arthur Illingworth the second, and Mr. Mills the third, from a field of sixteen competitors. That the Club had successfully contested a match with the German Club of Bradford, and that arrangements were being made for matches with the Clubs of Halifax and Leeds. The match with Halifax was played in that town on the 19th ultimo, and resulted in a victory for Bradford by one game. We append the full score, for which, as well as for the foregoing notes, we are indebted to the Honorary Secretary of the Bradford Club, Mr. Arthur Illingworth :—

Bradford.	Won	Lost	Drawn	Halifax.	Won	Lost	Drawn
Mr. Waldheim	1	1	1	Mr. Francis	1	1	1
„ Petty	1	1	0	„ Waight	1	1	0
„ Mills	0	2	0	„ Common	2	0	0
„ Wall	0	1	1	„ Parker	1	0	1
„ Arthur Illingworth	1	0	2	„ Walker	0	1	2
„ Glaser	3	0	0	„ Field	0	3	0
„ Child	1	2	0	„ Thrift	2	1	0
„ McKinlay	2	1	0	„ Cooke	1	2	0
	9	8	4		8	9	4

On Wednesday, 23rd February, the Rev. A. B. Skipworth, Tetford Rectory, Horncastle, played eleven members of the Grimsby Chess Club, simultaneously, in their commodious Chess room. Play commenced at 7 p.m., and concluded at 1 a.m., the most prolonged games being those with Captain Coates and J. Parker (Grimsby) and J. T. Palmer (Hull). The reverend gentleman succumbed to J. White, drew with J. Parker, and won the majority of the other games, two or three being left unfinished.

The Chess event of the month in Paris was M. Rosenthal's séance, at which he engaged twenty-nine players simultaneously. From *La Stratégie* we learn that the reception was attended by a large number of the notabilities of literature, politics, and finance then in Paris, and also several distinguished officers of the land and sea forces. Among the distinguished Chess players was Herr Kolisch, the winner of the Paris tourney of 1867. Although M. Rosenthal's play was extraordinarily rapid, twenty seconds a move—the séance was prolonged to a very late hour, but he eventually succeeded in defeating twenty-five of his adversaries. General Fournier won the twenty-sixth game, and the remaining three were drawn.

Perhaps the most interesting intelligence from America this month is the challenge, issued on behalf of Mr. Mason, to any or all players in the States, to play him a match at Chess for a stake of two hundred dollars a side. It was soon announced that the challenge would be taken up by Mr. Bird, and it was actually taken up by Mr. Max Judd, of St. Louis, with the proviso that the games should be played there. Mr. Dimock, the challenger, on behalf of Mr. Mason, explained, however, that his *defi* was specially intended for Captain Mackenzie, and when that point was made clear the challenge was accepted. At the time of writing difficulties in detail are raised, some say Captain Mackenzie declines to play anywhere except at the Café International. It is very unlike the Captain Mackenzie that we knew—then a chivalrous and high minded man—if any trifle of this sort should stand in the way, nor do we see why Mr. Mason should make any bother as to where they should play. A game of Chess, or series of games, can be played anywhere. Messrs. Mason and Mackenzie, we are sure, do not wish to follow the example of our professionals, and exhibit themselves for money. This would effectually extinguish all interest in Chess on that side of the water. On our side, in spite of the puffs in the daily papers, and of "the momentous contest," and the grandiloquent phraseology of the Country Gent, we do not believe there has been any Chess match in the last fifty years in which the public have taken so little interest as in the last. We fancy that in Captain Mackenzie the young American will find a more dangerous adversary than Mr. Bird proved to be. The gallant Captain is an experienced match player, and is not likely to play games for the championship as though he was skittling for a cup of coffee and a cigar. Mr. Mason is undoubtedly a fine Chess player, but he has yet to show his power as a match player, as the term is understood on this side of the water.

We have received a letter from "Miron," of the *New York Clipper*, correcting a mistake into which we had fallen when we stated that competitors in the *Clipper* Centennial Problem Tourney were *required* to contribute problems in ten moves. The following extract from Miron's letter puts the matter clearly, and we have great pleasure in reproducing it :—

1st.—It is not that any person is required to send a ten move problem, but that every competitor may choose the number of moves within the limits from two to ten. A set composed of one or two, three, four, and five moves is just as eligible as any other combination, or even two members of the set in the same number of moves, if any competitor insists upon it.

2nd.—Miron's tourney's, to which one problem of each set must conform, were thus constituted : Black to mate in — moves (2 to 10). Black King must stand in check, but Black to have at command the power of moving out of check, of interposing, and of capturing the checking piece—all three.

It follows as a corollary that the check cannot be from Pawn or Kt, neither admitting of interposition.

3rd.—In deference to the expressed wishes of many eminent problematists, whose opinion I prize, and whose judgment commands consideration, I hereby reduce the maximum number of moves to be selected from ten to eight.

The American Chess Association has at length issued a circular calling for contributions in aid of the International Chess Congress which it is proposed to hold at Philadelphia next summer. The Committee of the Philadelphia Chess Club has issued a similar call, and the rival associations are now fairly before the public. We venture to think that unless some compromise is effected both schemes will result in failure.

Mr. Bird has been playing in Philadelphia, but was beaten by Messrs. Davidson, Roberts and Neil. Mr. Bird must be out of form.

The *Hannibal Courier* offers a prize of a silver cup for the best three moves problem, to be sent in before the 1st of June 1876.

THE THREE CHESSERS.

I.

The Money Lost.

Three Chessers went forth from a club in the West,
From a club in the West, to the East went down;
Each thought on the sum he had paid for a test
Of his skill, against players of wide renown.
For men must pay much money to play,
Though it was not the case before to-day,
And it causeth grief and moaning.

II.

The Money Spent.

Three Players went forth from a club to an Inn,
From a club to an Inn, in the busy Strand;
Each called for a measure of sweetened gin,
Which he sipped as he laughed over schemes well planned.
For players grin, and think it no sin
The coin of the foolish and vain to win,
And care not for grief and moaning.

III.

The Money Saved.

Three Chessers went down to a club in the East,
To a club in the East, near to Old Saint Paul's,
Each found he was there neither bored nor fleeced,
Nor an unwilling victim of vulgar brawls;
For there men aim, in the gentle game,
To be gentle men in the strife for fame,
And there is nor grief nor moaning.

X.

KATIE'S LESSON.

KATIE stares, with looks of wonder,
On the chessboard's mystic maze,
Flagrant fault, and lawless blunder
Cannot yet disturb her gaze;
Else that rolling tide of battle
Scarce would charm her bright blue eyes,
Nor the game's loud din and rattle
Seem to her so deep and wise.

Katie sees not rival forces,
Moved, it little matters where,
Knights take up the priests' discourses,
Priests the warriors' exploits dare;
Hostile Rooks, no longer strangers,
Side by side survey the scene,
Whilst a King is blind to dangers
Flirting with his foeman's Queen.

Katie only notes how rosy
Sister Ellen looks to-night,
Thinks perhaps how snug and cosy
Is the place of fancied fight.
Katie soon, amongst the dreamers,
Sees herself in bridal dress,
Are her dreams inspired by schemers
Playing quiet games of Chess?

Z.

OUR PROBLEMS REVIEWED.

No. 752, by P. A. BARNES.—"Very simple, but neatly constructed," W. Nash.—"Easy in the extreme," S. H. Thomas.—"Neat, but simple," H. J. C. Andrews.—"Fair, but easy," R. W. J.—"A pretty little problem for beginners," J. N. K.

No. 753, by T. M. BROWN.—"Very good, and not too easy," W. Nash.—"A clever and beautiful problem," S. H. Thomas.—"Exhibits the hand of a master in the two principal variations, as also in the hair's breadth escapes from other dangerous attacks," H. J. C. Andrews.—"Excellent through all variations; the best in the number," R. W. J.—"The best in the number. The general plan of campaign is by no means obvious, and White's second move in the principal variation is particularly happy," J. N. K.

No. 754, by C. R. BAXTER.—This problem admits of two solutions, as pointed out by Messrs. Andrews and Nash. S. H. Thomas and R. W. Johnson furnish author's solution alone, whilst J. N. K. gives the second solution only, expressing his belief that it is such, although he is unable to find the author's, ED. W. P.

No. 755, by A. CYRIL PEARSON.—"Pretty, but easy," W. Nash.—"Rather easy, but not uninteresting," S. H. Thomas.—"Well constructed, and pleasing. The Black Queen is *not quite* 'monarch of all she surveys,' and her powerful sway is skilfully checked and subdued with the minimum of force on White's side," H. J. C. Andrews.—"Very pretty, but easy," R. W. J.—"Rather weak," J. N. K.

No. 756, by Dr. GOLD.—"Poor," W. Nash.—"Unpardonably weak. Out of 31 moves at Black's disposal 14 give rise to duals!" S. H. Thomas.—"Obvious," H. J. C. Andrews.—"Poor, with several duals, which might easily have been avoided by taking off the White R, and removing the Black R and B one square to the left," R. W. J.—"Not good," J. N. K.

No. 757, by J. W. ABBOTT.—After the first move White can proceed, in eight different ways, to complete its task in this problem, a fact which has been noticed by all our reviewers, ED. W. P.

No. 758, by R. BRAUNE.—"An exceedingly ingenious and commendable problem," W. Nash.—"A charming stratagem," S. H. Thomas.—"Is remarkable for beauty and symmetrical arrangement. The first move, however, is suggested at once by the position, and it is a pity that composers will not give 'Q to corner' a holiday," H. J. C. Andrews.—"Pretty, but not difficult," R. W. J.—"The best on the page; containing unusual variety," J. N. K.

No. 759, by J. N. KEYNES.—"Not up to much," W. Nash.—"A carefully finished and clever problem," S. H. Thomas.—"Not an attractive position; the solution, however, is ingenious and pleasing," H. J. C. Andrews.—"Very good throughout, and more difficult than it appears," R. W. J.

No. 760, by J. PIERCE.—"Rather weak," W. Nash.—"Another very clever position. Deceptive and interesting," S. H. Thomas.—"Both neat and uncommon," H. J. C. Andrews.—"Ingenious and pretty," R. W. J.—"Ingenious and novel," J. N. K.

No. 761, by G. J. SLATER.—"Very fair; a second solution by 1 K to Q 7 is clearly avoided," W. Nash.—"Very much below the average," S. H. Thomas.—"Much below the author's usual standard. The position is ugly and cramped, the solution uninteresting," H. J. C. Andrews.—"A good problem, with some pretty variations. The first move, however, is rather obvious," R. W. J.—"Not difficult, but certainly pleasing in one or two variations," J. N. K.

No. 762, by J. STONEHOUSE.—"A most excellent problem; it, however, contains a serious dual, as after 1 B to Kt sq White can proceed with either 2 Q takes R P or 2 R to K 6," W. Nash.—"Contains a serious dual, which so effects the problem that it may be called 'wrong,'" S. H. Thomas.—"Very clever and deceptive. This puzzled me more than any problem in the number, and it runs 753 hard for highest honours, in my opinion," H. J. C. Andrews.—"The best of the three movers, with some very plausible attacks, which will almost solve it," R. W. J.—"The first move is not very easy to discover," J. N. K.

No. 763, by R. ORMOND.—"Poor," W. Nash.—"The solution, though not puzzling, is very interesting," S. H. Thomas.—"Artistically constructed, and pretty enough, but scarcely so difficult as a four mover should be," H. J. C. Andrews.—"Ingenious, but easy," R. W. J.—"Too obvious," J. N. K.

No. 764, by J. SCOTT.—"Simple, though containing some ingenious dodging on the part of White," W. Nash.—"This class of problem has been worked so often, it requires scarcely more than a glance to solve it," S. H. Thomas.—"Good artillery practice at long range," H. J. C. Andrews.—"Very straightforward," R. W. J.—"Well constructed and good, though not difficult," J. N. K.

SOLUTIONS OF PROBLEMS.

No. 752.

WHITE.	BLACK.
1 K to K Kt 6	1 K to Q 2
2 Kt to K B 5	2 Aught
3 B mates	

No. 753.

1 Q to Q B 4	1 P to K Kt 4
2 B to Q 4	2 Aught
3 Mates accordingly	

No. 754.

See Problems Reviewed.

No. 755.

1 R to Q 3	1 Q to Q 3
2 B to K 7	2 Aught
3 Mates accordingly	

No. 756.

1 Q to K Kt 4	1 Aught
2 Mates accordingly.	

No. 757.

See Problems Reviewed.

No. 758.

WHITE.	BLACK.
1 Q to Q R 8	1 B takes Q
2 K to K 2	2 Aught
3 Mates accordingly	

If 1 B takes Kt

2 Q takes P ch	2 K takes Q
3 R dis ch and mates accordingly	

If 1 Kt to Q 3

2 Q to Q R sq, and mates accordingly next move

No. 759.

1 B to K B 3	1 P takes P
2 Q to Q Kt sq	2 Aught
3 Mates accordingly	

If 1 P takes B

2 Q to B 2	2 K takes P
3 B takes R mate	

No. 760.

WHITE.	BLACK.
1 R to K R 6	1 P to K B 4
2 R takes P	2 Aught
3 Mates accordingly	

No. 761.

1 Q to R 3	1 P to K 6
2 Kt to K Kt 3	2 Aught
3 Mates accordingly	

If 1 B to K 6

2 Kt to K 7 ch	2 K moves
3 Q mates	

If 1 K to K 3

2 Q to R 7 and mates next move.

No. 762.

WHITE.	BLACK.
1 B to Q B 3	1 B to Kt sq
2 Q takes P at K R 7	2 Aught
3 Mates accordingly	

If 1 Kt to K B 4

2 Q to K 4 ch	2 K takes Kt
3 Q to K 6 mate	

No. 763.

1 R to Kt 6	1 Kt takes R
2 R to Q 6	2 R takes R
3 P to K 4 ch	3 K to K 3
4 Kt to B 5 mate	

No. 764.

1 B to K Kt sq	1 P moves
2 B to K Kt 8	2 P moves
3 B to K B 8	3 P moves
4 B to K B 7	4 K moves
5 B discovers mate accordingly.	

PROBLEMS.

PROBLEM No. 765.—By D. W. CLARK.

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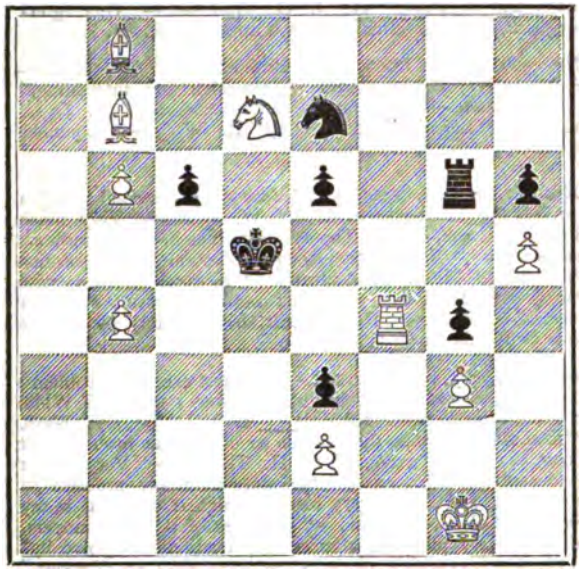
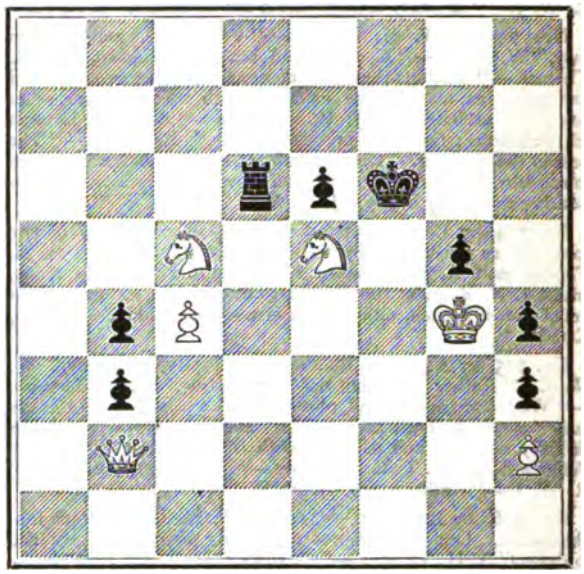


WHITE.

White to play and mate in three moves.

PROBLEM No. 766.—By C. W., of Sunbury.

BLACK.

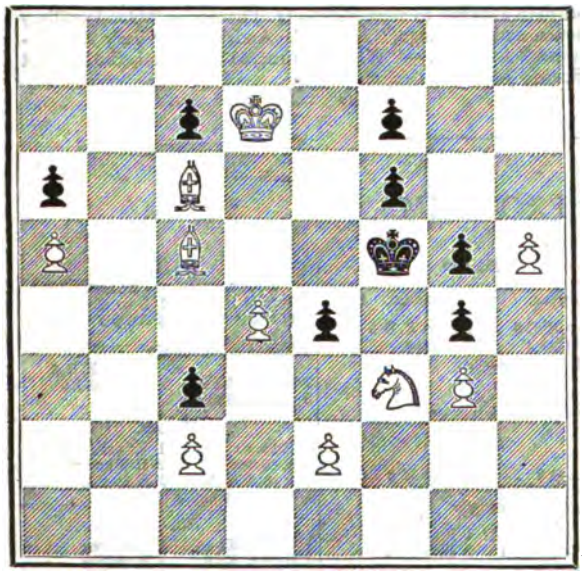


WHITE.

White to play and mate in four moves.

PROBLEM No. 767.—By A. P. BARNES.

BLACK.



WHITE.

White to play and mate in four moves.

PROBLEM No. 768.—By WM. COATES.

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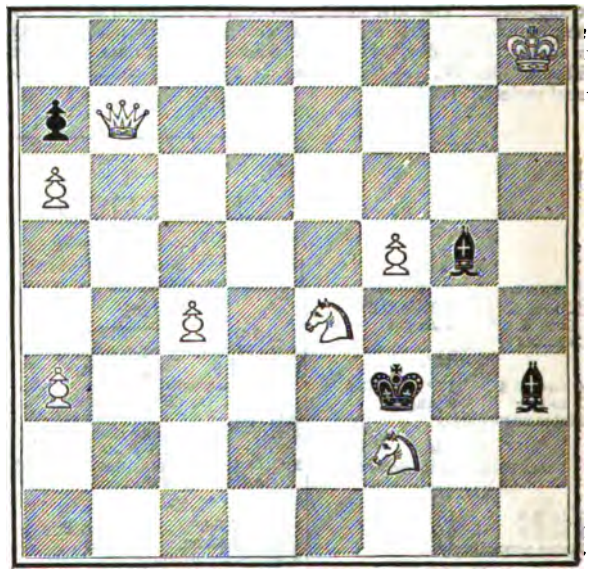


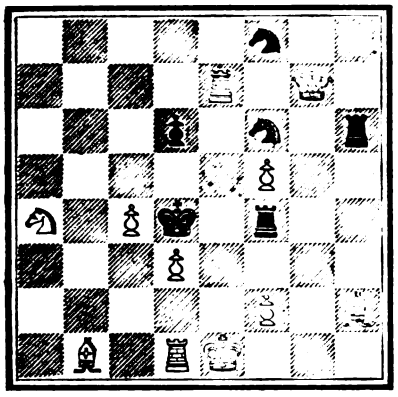
WHITE.

White to play and mate in six moves.

PROBLEMS.

No. 769.—By J. W. Abbott.

BLACK.



WHITE.

White to play and mate in two moves.

No. 770.—By E. J. Aston.

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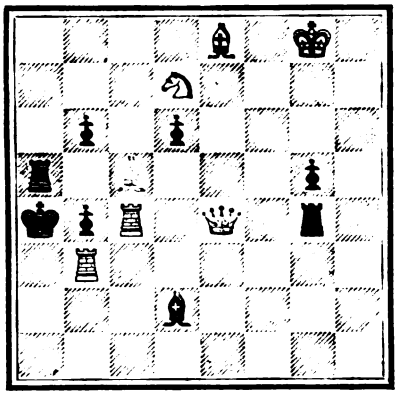
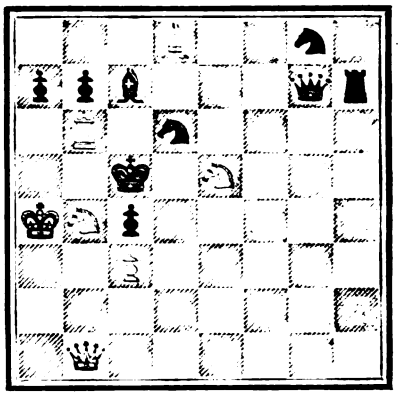


WHITE.

White to play and mate in two moves.

No. 771.—By C. R. Baxter.

BLACK.



WHITE.

White to play and mate in two moves.

No. 772.—By T. M. Brown.

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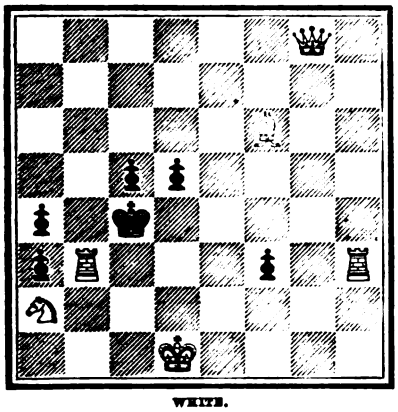

WHITE.

White to play and mate in two moves.

No. 773.—By C. Callander.

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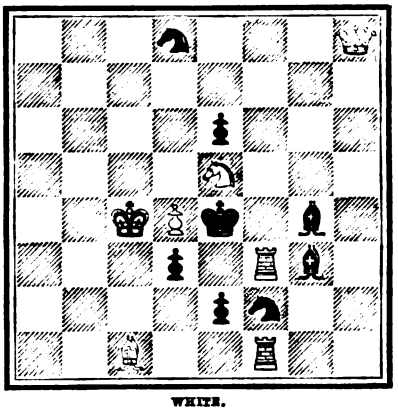

WHITE.

White to play and mate in two moves.

No. 774.—By T. W. Martindale.

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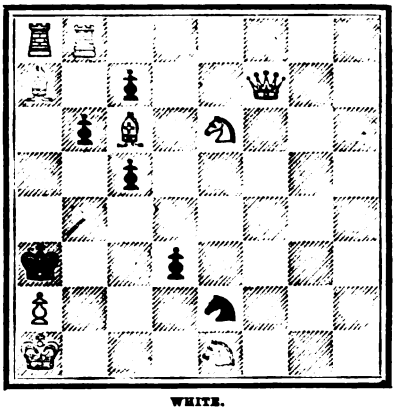

WHITE.

White to play and mate in two moves.

No. 775.—By A. Cyril Pearson.

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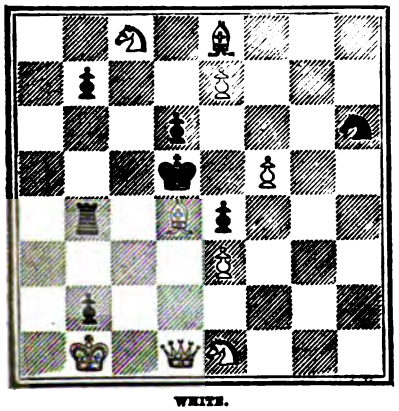

WHITE.

White to play and mate in two moves.

No. 776.—By J. Pierce.

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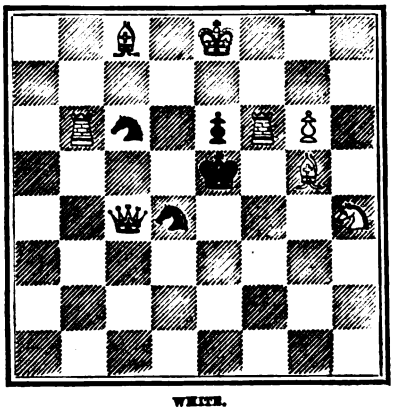
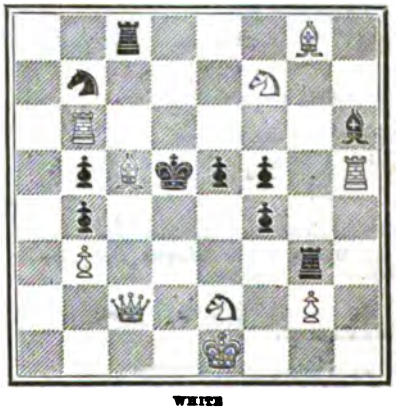


WHITE.

White to play and mate in two moves.

No. 777.—By George J. Slater.

BLACK.



WHITE

White to play and mate in two moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 149.

The following games were played at the Downtown Chess Club, New York, between Messrs. Alberoni and Bird :—

Kieseritzky Gambit.

White. Mr. BIRD.	Black. Mr. ALBERONI.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 K Kt to B 3	3 P to K Kt 4
4 P to K R 4	4 P to Kt 5
5 Kt to K 5	5 B to Kt 2
6 P to Q 4	6 K Kt to B 3
7 B takes P	7 Kt takes P (a)
8 Q takes P	8 B takes Kt
9 B takes B	9 P to Q 4
10 Q to Kt 7	10 R to B sq
11 Kt to B 3	11 Kt takes Kt
12 P takes Kt	12 B to K 3
13 B to Q 3	13 P to Q B 3 (b)
14 Castles K R	14 Q takes P
15 R to B 4 (c)	15 Q to K 2
16 Q R to K sq (g)	16 Kt to Q 2
17 B to B 7 (e)	17 R to Q B sq
18 B to R 5	18 P to Q Kt 3
19 B to Kt 4	19 P to Q B 4
20 B to R 3	20 K to Q sq
21 P takes P	21 P takes P
22 B to R 6	22 R to Q Kt sq
23 P to B 4	23 Q to Q 3
24 P takes P (f)	24 Q takes R (g)
25 P takes B	25 P takes P
26 R to Q sq	26 Q to B 7 ch
27 K to R sq	27 R to B 2 (h)
28 Q to B 3	28 K to B 2 (i)
29 B takes P	29 Q takes B (k)
30 R takes Kt ch	30 K to Kt 3
31 Q takes Q ch	31 K takes Q
32 R takes R	32 R to Kt 7
33 P to R 4	33 P to K 4
34 R takes K R P	34 P to K 5
35 P to B 3	35 R to Kt 8 ch
36 K to R 2	36 P to K 6
37 R to K 7	

Mr. Alberoni resigned.

(a) A mistake: 7 P to Q 3, followed up by 8 Kt takes P, would give Black the superior game.

(b) 13 Kt to Q 2 was preferable.

(c) 15 B to Q 6 was stronger.

(d) Why not 16 B to B 6, and if 16 Q to Q 3, 17 B to Kt 5?

(e) The beginning of an eccentric manœuvre, by which White throws away his advantage.

(f) There is nothing better; Rook and Bishop are en prise.

(g) If 24 B takes P, the game would be continued, probably, with 25 R to B 2, 25 Q takes B, 26 B takes P, 26 K to B 2, 27 B takes R, 27 R takes B, &c.

(h) White could now draw.

(i) Running unnecessary dangers; why not 28 R to B 5?

(k) This loses the game. After 29 Kt takes B, 30 Q to K 5 ch, 30 K to Kt 3, White could hardly be able to effect a draw.

GAME 150.

Bishop's Gambit.

White. Mr. ALBERONI.	Black. Mr. BIRD.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to B 4	3 Q to R 5 ch
4 K to B sq	4 P to K Kt 4
5 Q Kt to B 3	5 Kt to K 2 (a)
6 K Kt to B 3	6 Q to R 4
7 P to K R 4	7 P to K R 3
8 B takes P ch (b)	8 Q takes B
9 Kt to K 5	9 Q to Kt 2
10 Q to R 5 ch	10 Kt to Kt 3
11 Kt takes Kt	11 Q to B 2
12 P takes P	12 R to R 2 (c)
13 Kt to Q 5	13 K to Q sq
14 P takes P (d)	14 Kt to B 3 (e)
15 Q to Kt 5 ch	15 Kt to K 2
16 K Kt takes Kt	16 B takes Kt
17 Kt takes B	

Mr. Bird resigned.

(a) 5 B to Kt 2 is the only sound rejoinder. The move in the text would equally prove faulty after 4 P to Q 4, 5 B takes P, 5 P to K Kt 4, 6 Kt to Q B 3.—See game 296, Jan. 1875, WESTMINSTER PAPERS.

(b) A book variation.

(c) 12 R to Kt sq, 13 Kt takes B, 13 R takes Kt, 14 P takes P, 14 Q takes Q, 15 R takes Q, would prove equally disastrous.

(d) White could win here besides by:

14 Kt takes B	14 Q takes Kt
15 P to Kt 6	15 R to K 2

(If 15 R to K square, 16 Q to R 4 ch and mate in two more moves; if 15 R to Kt 2, 16 Q to R 4 ch, 16 R to K 2, 17 Kt takes R, 17 Q takes Kt, 18 P to Kt 7.)

16 Q takes P, &c.

(e) If 14 R takes P, White proceeds with:

15 Q takes R	15 B takes Q
16 R takes B	16 P to Q 3
17 R to R 8 ch	17 K to Q 2
18 R to R 7	

GAME 151.

23rd December 1875.

King's Bishop's Gambit.

White. Mr. ALBERONI.	Black. Mr. BIRD.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to B 4	3 Q to R 5 ch
4 K to B sq	4 P to K Kt 4
5 Q Kt to B 3	5 B to Kt 2
6 P to K Kt 3 (a)	6 P takes P
7 Q to B 3 (b)	7 Q to K B 5
8 Kt to Q 5	8 Q takes Q ch
9 Kt takes Q	9 P to Q B 3 (c)
10 Kt to B 7 ch	10 K to Q sq
11 Kt takes R	11 P to Q 4
12 P takes P	12 B to R 6 ch
13 K to K 2	13 P to Kt 7
14 R to Kt sq	14 P to Kt 5
15 Kt to Kt 5	15 B to Q 5
16 R takes P (d)	16 B takes R
17 Kt takes P ch	17 K to Q 2 (e)
18 Kt takes R	18 B takes Kt
19 P takes P (ch)	19 Kt takes P
20 B takes Kt	20 B to B 6 ch
21 K to B sq	21 B to K 4
22 P to B 4 (f)	22 B takes P
23 B to Q 5	23 Kt to Q 5
24 B takes B	24 Kt takes B
25 P to Q 3	25 P to K R 4
26 B to K 3	26 B to Kt sq
27 P to Q 4 (g)	27 P to R 5
28 P to Q 5	28 P to R 6
29 P to B 5	29 B to K 4
30 P to B 6 ch (h)	30 P takes P
31 P takes P	31 K takes P
32 R to B ch	32 K to Kt 2
33 B takes P	33 K takes B
34 Kt to B 7	34 P to Kt 6
35 R to B 2 (i)	35 P to R 7

White resigned.

(a) 1 P to Q 4 is the proper move.

(b) If 7 K to Kt 2, Black proceeds with 7 B takes Kt.

(c) This sacrifice is not sound, although it provides Black with a good attack.

(d) The right rejoinder, 16 Kt takes P ch was inferior on account of:—

	16 K to B sq best
17 Kt takes R	17 B takes R
18 P to Q 3	18 P to Kt 6
19 P takes Kt P	19 B to Kt 5 ch
	and 20 B to Q 5

(e) Better was 17 K to B sq.

(f) A very inferior continuation. White could have obtained a won game by:—

22 B takes P	22 B takes R P
23 P to Q 3	23 Kt to Q 5
24 B to K 4	

(g) Why not 27 K to B 2? White begins a long manœuvre for the purpose of releasing his Knight. This turns out to be mere loss of time.

(h) Again he should play his King to B 2.

(i) Suicidal, 35 Kt to Kt 5 ch, 35 K to Kt 3, 36 P to R 4 would prevent immediate disaster.

GAME 152.

Berlin Opening.

White. Mr. Alberoni.	Black. Mr. Bird.
1 P to K 4	1 P to K 4
2 B to B 4	2 Kt to K B 3
3 K Kt to B 3	3 Kt takes P
4 Q Kt to B 3	4 Kt takes Kt
5 Q P takes Kt	5 P to K B 3
6 Kt to K R 4	6 P to K Kt 3
7 Castles	7 P to Q 3 (a)
8 P to B 4	8 Kt to B 3 (b)
9 P to B 5	9 Kt to K 2
10 P takes P	10 P takes P (c)
11 R takes P (d)	11 P to Q 4 (e)
12 B to K Kt 5	12 P to B 3 (f)
13 B to Kt 3	13 Q to Kt 3 ch
14 K to R sq	14 Kt to B 4
15 Q to K sq	15 R takes Kt (g)
16 Q takes P ch (h)	16 B to K 2
17 R takes Kt	17 R to K 5
18 Q to R 8 ch (i)	18 K to Q 2
19 R to B 7	19 Q to Q sq
20 Q to Kt 7 (k)	20 Q to K sq
21 Q R to K B sq	21 K to Q 3 (l)
22 Q takes P ch	22 B to K 3
23 B takes B ch	Resigns.

(a) 7 Q to K 2 is better.

(b) Ruinous, 8 P to K B 4 would provide Black with a defensible game.

(c) If 10 Kt takes P, then 11 Q to R 5.

(d) Mr. Alberoni conducts the game with remarkable skill.

(e) Black dare not take the Knight on account of 12 B to B 7 ch, 12 K to Q 2, 13 B to Kt 5, 13 R to R sq, or R 4 to R 2 [13 R to K 5, 14 Q to B 3, 15 P to Q 4, 15 Q takes R] 14 Q to Kt 4 ch, etc.

(f) If 12 P takes B, then 13 Q takes Q ch, 13 K takes Q, 14 Kt takes P, 14 Kt takes Kt best, 15 R takes B double ch, 15 K to Q 2, 16 R to Q sq ch, 16 K moves, 17 R to B 6 ch and 18 R takes Kt.

(g) If 15 Q to B 2, White answers 16 Kt takes P.

(h) Stronger than 16 B takes R, which would be followed up by 16 B to K 2.

(i) White would also win by 18 Q takes R, 18 P takes Q, 19 R to K 5, &c.

(k) White wins a piece and the game by 20 Q takes Q ch, 20 K takes Q, 21 R takes B, 21 R takes R, 22 R to K sq.

(l) Exposing the King by trying to save the Queen; Jucidit in Scyllam, qui vult vitare Charybdim.

GAME 153.

Bishop's Gambit.

White. Mr. Alberoni.	Black. Mr. Bird.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to B 4	3 Q to R 5 ch
4 K to B sq	4 B to K Kt 4
5 Q Kt to B 3	5 B to Kt 2
6 P to Q 4	6 P to Q 3
7 Kt to B 3	7 Q to R 4
8 P to K 5	8 P to Kt 5 (a)
9 Kt to K sq	9 P to B 6
10 P takes P	10 P takes P
11 Q takes P (b)	11 Q to R 6 ch
12 K to B 2	12 Q to R 5 ch
13 K to K 3	13 K Kt to R 3
14 Kt to Kt 2	14 Q to Q sq
15 R to B sq	15 Kt to B 4 ch
16 K to B 2	16 Q P takes P
17 Q P takes P	17 Q to Q 5 ch
18 Kt to K 3	18 Q to R 5 ch
19 K to Kt sq	19 B takes P
20 B takes P ch (c)	20 K to Q sq
21 Q to Kt 2	21 Kt to Q 3
22 Kt to B 5 (d)	22 Q takes P ch
23 Q takes Q	23 B takes Q ch
24 K takes B	24 B takes Kt
25 B to Kt 5 ch	25 K to Q 2
26 Q R to Q sq	26 B to Kt 3
27 Kt to Kt 5	27 Kt to R 3
28 R to B 5	28 B takes B
29 Kt takes Kt (e)	29 B to R 4
30 R to Q 2	30 P takes Kt
31 K R takes P ch	31 K to B 2
32 R to Q 7 ch	32 K to Kt 3 (f)
33 B to K 3 ch	33 K to R 4
34 Q R to Q 5 ch	34 P to Kt 4
35 R takes B	35 K R to K sq
36 B to Q 2 ch	36 K to R 5
37 R to Q 4 ch	37 P to Kt 5
38 K R to Q 5 (g)	38 R to K 7 ch
39 K to R sq	39 Kt to Q B 4
40 R takes Kt	40 P to Q R 4
41 B to K R 6	

Mr. Bird resigned.

(a) A premature advance.

(b) The right reply. White conducts the game with great skill and ability.

(c) Well played; the hostile Rook is now prevented from going to the important square at K Kt. The Bishop cannot be taken of course.

(d) Again the best rejoinder. Black's attack is now altogether gone, and White has all his forces in the field.

(e) Perfectly sound, White will recover the sacrificed piece.

(f) If 32 K to B sq, White proceeds with
33 R to Q 8 ch 33 K to B 2
34 B to B 4 ch 34 K moves
35 R from Q 8 to Q 6 ch, and wins the Bishop.

(g) White conducted the game up to now in a very vigorous style, but here he misses the simple rejoinder 38 B to B sq, which forces the mate in a few moves.

GAME 154.

Played at the Café International, N. York.

13th December 1875.

Ruy Lopez.

White. Mr. Mason.	Black. Mr. Bird.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 Kt to Q 5
4 Kt takes Kt	4 P takes Kt
5 P to Q 3 (a)	5 B to B 4
6 Q to R 5 (b)	6 Q to K 2
7 B to K Kt 5	7 Kt to B 3
8 Q to R 4	8 P to B 3
9 B to R 4	9 P to Q 4
10 Castles	10 P takes P
11 P takes P	11 B to Q 2
12 Kt to Q 2	12 Castle Q side
13 K R to K sq	13 P to K R 3
14 B takes Kt (c)	14 P takes B
15 P to Q R 3	15 K R to Kt sq
16 P to Q Kt 4	16 B to Kt 3
17 P to K 5 (d)	17 R to Kt 3
18 Kt to B 4	18 B to B 2
19 B to Kt 3	19 B to K 3
20 Q R to Q sq	20 P to Kt 4
21 Kt to R 5 (e)	21 B takes Kt
22 P takes B	22 B to Kt 5
23 R to Q 3	23 R to Q 2
24 P to K B 3	24 B to B 4
25 P takes P (f)	25 Q takes P
26 R to K 8 ch (g)	26 K to Kt 2
27 Q takes Q	27 R takes Q
28 R to Q 2	28 P to B 4
29 R to K 5	29 K to B 3
30 P to Q R 4	30 P to Q R 3
31 P to Kt 4	31 B to Kt 3
32 R to B 2	32 R to K 3 (h)
33 R takes R	33 P takes R
34 P to B 4	34 P to B 5
35 B to R 2	35 K to B 4
36 P to K R 4	36 K to Kt 5
37 P takes P	37 P takes P
38 P to K R 5	38 B to K sq
39 K to B sq	39 R to Q R 2
40 P to B 3 ch (i)	40 K takes P
41 B to Kt sq	41 P to Q 6 (k)
Resigns.	

(a) 5 Castles is preferable, as often pointed out before.

(b) Premature.

(c) Forced: if 14 B to R 4 or B 4, Black proceeds with the attack against the adverse King's flank with 14 P to K Kt 4.

(d) A showy advance; it must lead to an exchange of Pawns, which will clearly improve Black's position.

(e) Breaking up his own position. 21 Kt to Q 2 was the right rejoinder.

(f) 25 R takes P was better. The move in the text leaves the opponent with four

united Pawns on the Queen's side, which must carry the contest.

(g) Evidently, according to the popular rule, "never miss a check."

(h) The game is published as sent in; undoubtedly the order of moves actually played was:

	32 P to B 5
33 B to R 2	33 R to K 3
34 R takes R	34 P takes R
35 P to B 4	

(i) To open an escape for the unfortunate Bishop.

(k) Mr. Bird conducts this game all through in good and steady style. He shows skill and judgment vastly superior to that displayed in the match games with the same opponent.

GAME 155.

Two Knights' Defence.

White. Mr. H. E. Bird.	Black. Mr. Boden.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Q B 4	3 Kt to K B 3
4 Kt to Kt 5	4 P to Q 4
5 P takes Q P	5 Q Kt to R 4
6 P to Q 3	6 P to K R 3
7 K Kt to B 3	7 P to K 5
8 Q to K 2	8 Kt takes B
9 Q P takes Kt	9 K B to B 4 (a)
10 Q B to K B 4 (b)	10 Castles
11 K Kt to Q 2	11 Q B to Kt K 5
12 Q to K B sq	12 P to Q B 3
13 P to K R 3	13 Q B to K R 4
14 K Kt to Q Kt 3	14 P takes P
15 Q Kt to Q 2	15 K B to Q 3
16 B takes B	16 Q takes B
17 P to K Kt 4	17 B to Kt 3
18 P takes P	18 Kt takes P
19 Castles (c)	19 Q R to Q B sq
20 K to Kt sq	20 P to K 6
21 Q Kt to Q B 4	21 B takes B P ch (d)
22 K takes B	22 Q to K Kt 3 ch
23 K to B sq	23 Kt to Kt 5

White Resigned.

(a) One of the best moves at this juncture.

(b) P to K R 3, allowing the retreat of the Kt to R 2, is considered White's safest line of play here.

(c) A fatal step.

(d) The finish is very neat and pretty.

GAME 157.

Played at the Brooklyn Chess Club, New York, 11th December 1875.

King's Bishop's Gambit.

White. Mr. Perrin.	Black. Mr. Bird.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to B 4	3 Q to R 5 ch
4 K to B sq	4 P to K Kt 4
5 P to Q 4	5 B to Kt 2
6 Q Kt to B 3	6 Kt to K 2
7 Kt to B 3	7 Q to R 4
8 P to K R 4	8 P to K R 3
9 K to Kt sq	9 P to Kt 5
10 Kt to K sq	10 P to B 6
11 P takes P	11 P takes P
12 Kt takes P	12 P to Q 3
13 K to B 2	13 Q Kt to B 3
14 B to K 3	14 B to Kt 5
15 B to K 2	15 P to B 4 (a)
16 P to K 5 (b)	16 P takes P
17 P takes P	17 R to Q sq
18 Q to K Kt sq	18 B takes P
19 Kt takes B	19 B takes B (c)
20 Kt takes B (d)	20 Kt takes Kt
21 Q to Kt 3	21 Kt to Kt 5 ch
22 K to K sq	22 Kt to Q 4
23 B to Q 4	23 Castles
24 P to B 4	24 P to B 5
25 Q to K B 3 (e)	25 K Kt to Q 6
26 Q R to B sq	26 P to B 4
27 B to B 3	27 R to Q 2
28 B to Q 2 (f)	28 Kt to K 4
29 Q takes Q	29 Kt to Q 6 ch mate

(a) Black has well developed his game, and now proceeds with the attack in good style.

(b) Not satisfactory, but there is hardly anything better; if 16 Q to Q 3 then 16 P takes P, 17 Kt takes P, 17 Castles K R, 18 Q Kt to Q 2, 18 Kt to B 4, &c.

(c) The course adopted by Black is perfectly sound.

(d) White dare not play to keep the piece, *e.g.*:—

20 Kt takes Kt	20 R to K Kt sq
21 Q to R 2	21 Q to B 6 ch
22 K to K sq	22 B to R 3
23 B to B 2 or B 5	23 R to Kt 7 and wins

(e) To resign was certainly the wisest course, but as White chose to proceed with the game, he may as well break the attack by sacrificing the exchange, 25 Q takes Kt ch and 26 R to Kt sq.

(f) There is nothing to be done, but the move in the text resembles very much the Eastern fashion of *hara-kiri*.

GAME 156.

Played January 1873.

Muzio Gambit.

White. Mr. G. Macdonnell.	Black. Mr. J. Blackburne.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 Kt to K B 3	3 P to K Kt 4
4 B to Q B 4	4 P to Kt 5
5 Castles	5 P takes Kt
6 Q takes P	6 Q to K 2 (a)
7 P to Q 4	7 Kt to Q B 3
8 B takes P at K B 4	8 Kt takes Q P
9 Q to Q 3	9 B to Kt 2
10 B takes Q B P	10 Kt to K R 3 (b)
11 P to K 5	11 Q to Q B 4
12 B to Q 6	12 Q to Q Kt 3
13 K to R sq	13 K Kt to K B 4
14 Kt to Q B 3	14 Q takes Q Kt P (c)
15 B takes K B P ch	15 K to Q sq
16 Q takes Q Kt	16 Kt takes Q
17 Kt to Q 5	Resigns

(a) This move, introduced by Salvio and favoured by Sarratt, was for many years considered best; but, now, Q to B 3 is generally preferred by the best authorities.

(b) If Q to Q B 4, the following variation would, probably, have occurred:—

B takes K B P ch	K to K 2
Q to Q R 3	Kt to K 7 ch
K to R	Q takes Q
Kt takes Q	B takes Q Kt P
B to Q 6 ch	

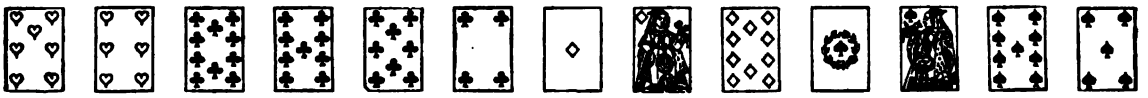
with the better game.

(c) This weak move affords Mr. Macdonnell an opportunity, whereof he promptly avails himself, of finishing off the game in a very pretty manner. The game, indeed, is so well played by White, that we recommend it to Mr. Taylor, for publication in the next edition of his "Chess Brilliants."

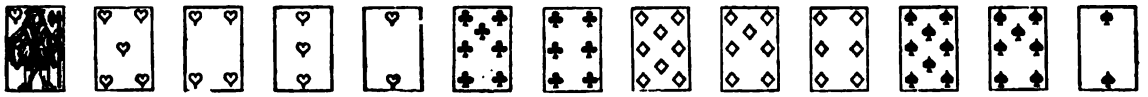
No. 118.—DOUBLE DUMMY PROBLEM.

By Mr. F. H. Lewis.

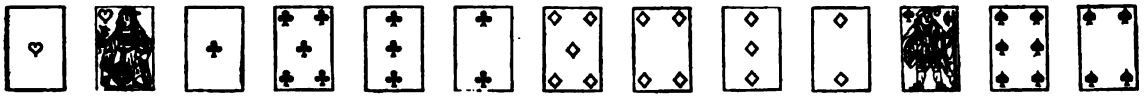
A's Hand.



X's Hand.



B's Hand.



Z's Hand.

Clubs Trumps. A to lead, and A and B to make five by cards.

SOLUTION to DOUBLE DOUBLE PROBLEM, No. 116.

1. A leads Club 3; X puts on 5; won by B, with Knave.
2. B leads Club Ace; A discards Diamond 2; won by B.
3. B leads Club King; A discards Spade 3; won by B.
4. B leads Club 4; A trumps with Heart 3; won by A.
5. A leads Spade Ace; won by A.
6. A leads Heart 9; X puts on Heart 10; B passes; won by X.
7. X leads Diamond 5; B puts on Ace; won by B.
8. B leads Heart Ace; A discards Spade 4; won by B.
9. B leads Heart Knave; A discards Spade 5; won by Z, with King.
10. Z leads Spade King; B trumps; won by B.
11. B leads Diamond 4; won by A.
12. A leads Spade Knave; won by A.
13. A leads Diamond; won by B.

Thus, A and B make 11 tricks.

Notes.

Trick 7.—If X leads Heart, B will win with Ace; then lead out Diamond Ace and Heart Knave, and the game will be as above. Trick 9.—If Z discards Heart King at trick 8, X will win this trick (9) with Queen, and then be compelled to lead Diamonds, enabling A to make both King and 10 of Diamonds.

Variation at Trick 6.

6. A leads Heart 9; X puts on 4; Z puts on King; won by Z.
7. Z leads Spade 7; A puts on Spade 4; X puts on Heart 10; won by B.
8. B leads Diamond Ace; won by B.
9. B leads Heart Ace; won by B.
10. B leads Heart 7; A discards Diamond 10; won by Z.
11. B leads Spade King; B trumps; won by B.
12. B leads Diamond 4; won by A.
13. A leads Spade Knave; won by A.

Thus, A and B make 11 tricks.

Notes.

Trick 7.—If X discards a Diamond, B will win with Heart 6; then lead out the Diamond Ace, Heart Ace, and Heart Knave, and the ending will be as above, except that if Z, at trick 9, discards Heart King, to allow of X winning trick 10 with Heart Queen, A, at trick 10, will discard a Spade instead of a Diamond.

Analysis.

To enable A and B to make 11 tricks, it is necessary that A should make a trump on the Clubs, and that X and Z should be prevented from making trumps by ruffing; and that either Z should be compelled to lead Spades after the Ace is out, or X to lead a Diamond after the Ace is out, and after their trumps are exhausted; in other words, the result depends on the placing of the lead after X's and Z's trumps are out. By getting out at once four rounds of Clubs A makes a small trump, and X and Z are prevented from getting rid of the lead by leading a Club. A must lead the Spade Ace at trick 5* before starting the trumps, as otherwise X, covering the first round of trumps, will lead a small Diamond; if B wins and takes out two rounds of trumps X and Z will be able to get rid of the lead by leading a Spade, and thus make a Spade or Diamond in addition to two trumps; if, however, B lets A win the first trick in Diamonds, and A then leads the Ace of Spades and a small Spade to show lead into B's hand, X will trump with the Queen, and Z make two trumps in addition to one already made by X. Exactly the same result will follow if B wins the first round of trumps and then leads them so that A must, at trick 5, lead out Spade Ace to prevent lead being forced into his hand when he does not want it; and B also must lead out Diamond Ace before he takes out the two last rounds of trumps.

Beta.

* This will explain to many of the solvers where they failed.—Ed. W. P.

Correct Solutions by Beta, Pembridge, J. A. M., Maryhill, W. J. Stewart, T. R. H., Lincoln's Inn; received in the above order. All others wrong. Mr. Lewis awards the prize to Beta. The Analysis by W. J. Stewart is highly commended. We are extremely pleased to find so many solvers. The number received (in all 63) is beyond anything we ever anticipated.

JOTTINGS.

SOLVING DOUBLE DUMMY PROBLEMS.

WHIST is more like the game of life than Chess. The qualities necessary for success in the world are better practised in the one game than the other. Chess is pure analysis. It is true that to be a good Chess player imagination is requisite, but it is the power to analyse your own and your adversaries' ideas that is the quality required for success. Whist in the beginning is not analysis. Double Dummy should be analysis. We receive few correct solutions of our problems, and those who succeed are either mathematicians or Chess players. The solvers are seldom good Whist players. We do not know whether it is fair to draw such a general conclusion from such small premises, but it seems to point to an advantage in Chess over Whist as a game of science. It should be easier for the Whist player to solve a Whist problem than for a Chess player to do so. Yet, as a matter-of-fact, this does not seem to be the case. The practice of solving Chess problems must tend to accuracy. There are few Chess players, who seriously study, that do not succeed in solving Chess problems. There are a few hard nuts to crack at which they fail, but the rule is the other way; whereas the Whist solvers hardly ever succeed. As we are great admirers of Whist we point out this defect in the hope that the fault being seen may be remedied. Some of the solvers we think scarcely understand the conditions of a problem. If a problem is given "to mate in three moves," every problem solver knows that he has to try every possible means of defence against each of those three moves. Having found out three moves that will produce the supposed result, he tries every possible way to prevent that result, and he finds that the proposed solution may be stopped by a variation on the first move, or on the second, and that this change requires a different move on the part of the solver to obtain the desired result. Now our Whist players do not take this trouble; they see, or they think they see, the way to obtain say five tricks, and they do not attempt to defeat their own proposition by playing their best against this result. A change of lead constantly defeats the supposed solution. If A leads, X and Z may have the choice of taking the trick. They may have the option of leaving the lead with A, or by covering, forcing the lead into B's hand; each of these results may and probably will change the whole features of the solution. The solver knows that he has to work to get the lead sufficiently often into A's or B's hand in order to lead through the strong hand. This is not always easy, but beyond this he has usually to force the lead, at the right moment, into the hand of X or Z. All this should be obvious to the solver, yet when he appears to have realized this for the purposes of attack, or for one side, he will not pursue the same tactics for the other side. The fox that is hunted exerts every faculty he possesses to escape. The solvers exert all the skill of the hounds, but they do not attempt the strategies of the fox. This they must attempt to do. If they are killed, at any rate do not let that result be brought about until they have exhausted all their resources. For success in solving the necessary ingenuity and patience may be wanting; this is the case with some of the solvers. We would say to them if you have not the patience do not attempt to solve a problem; the ingenuity cannot come without study and practice. It is never good to attempt anything without an intention to use all your powers to succeed. Half measures are generally useless. There is no doubt that at starting the player's patience is soon exhausted. They are forced to put out the cards, and at first they begin moving about the cards before attempting to master the position. The pieces at Chess should never be moved until the solver thinks he sees a solution.

In the old Divan days, when a problem was put up, there used to be a ring of solvers round the board, and the bore who began to move the pieces without seeing the correct solution was fined a cigar all round. The cards should not be touched until the position is in the player's head; then and then only should he attempt the solution, and if he thinks he has succeeded, and does succeed in one line of play, then he should look to the other side to see how his scheme can be frustrated. He is not to give up his first idea because his counter move seems to defeat his solution. This defence may cause a difference in the play of the solver, but he may still be on the right track. He may have now to exercise more ingenuity as solver, and see if he can defeat his own move. Any way, he must not give up. If he is satisfied that the counter move stops his solution then he must begin again and look for another line of play. The moves at starting are limited—although there are thirteen moves, these thirteen are generally reduced to the four suits, and the first idea should be which suit can we begin with to the best advantage. At Chess there may be sixteen pieces on one side of the board, and these sixteen pieces may have the command of a large number of squares, so that if the number is considered the difficulties of the Whist solver should be trifling. This is counterbalanced by the number of cards afterwards to be played; but in every Whist problem the bulk of the moves are forced. There are some players who allege that the solving of a Whist problem has nothing to do with Whist. This does not seem to us sound, because a fine player at the end of a Whist hand has really to play Double Dummy. We know there are good Whist players who cannot solve a problem, but it would seem reasonable to believe that if they could do so they would be better able to apply their knowledge at the Whist table. The effect of a force should be brought home to a Whist player by his practice at Double Dummy, and

the effect of placing the lead in the right hand should be good practice. With patience and practice we think a good Whist player should be able to be a good Double Dummy player, and practice at Double Dummy should improve the Whist play. That the two games are widely different, and that all the skill displayed in the one is not applicable to the other is certain, but each we think should be a material help to the other. Horace Lloyd, who was a fine Whist player, for a short time, learnt his Whist by playing Double Dummy by himself. The lead at the commencement of a game requires judgment. We play with only our own hand and the turn up card to guide us, but as the game proceeds the position of the cards is known, and the game becomes assimilated to Double Dummy. Because we obtain knowledge as Whist players, and because we apply this knowledge as Double Dummy players, and *vice versâ*, it does not follow that we are not to use other knowledge that goes to make up the Whist player's, such as knowledge to be obtained by inference, the intentions and designs of the different players, their strength and weakness. Because we possess one kind of knowledge, or two, we should be very foolish if we did not use all our resources. It is true that some Chess players take a different view. We have heard men speak of this magazine; they say it is true you give us as much Chess intelligence as any journal ever did. It is true, you give as many Chess games and problems of as good a quality as ever were given before, but then you give other matter besides this. Chess should be treated alone; it is the king of games; and your journal is spoilt by giving other subjects. Grant all that can be said of Chess, why should a Chess player confine himself to this one game, and if he choose to do so, why should he prevent others from enjoying two or more?

It is no part of our intention to make any one a Chess player alone; we would no more desire to confine a man's ideas to one game than we would forbid our children to learn more than one language, or to study but one science; we would rather they learnt one well than get a smattering of each, but we would rather they learnt a little of two than a little of one.

FRESH CARDS.

In the course of the month we received three questions. 1. Why are new cards called for? 2. When should new cards be called for? 3. What is to be done with the old cards? And in due course we proceeded to reply to these questions, guessing as nearly as we could at the object of the writers by the context of their letters. We have thought it best to put the answers into more general form, instead of answering categorically.

The different combinations whereby good cards may come to one hand, or one hand and 2 as against 3; or 3 and 4, are so numerous that within the limits of a day or year they can never get exhausted. If we could play sufficiently long, cards should equalise themselves; but then we do not live long enough to work this out. Cards are supposed in some way to get into a groove. The cards are packed to come into suits, but after a deal or two the cards get into tricks, that is 4 cards of the same suit. From preconceived notions these cards should get divided by dealing one at a time, but the shuffling of different men varies, and the effect of each man's shuffle is unknown. One man shuffles and gets good cards, and another shuffles and gets bad ones. We know nothing about it, except that the man who gets bad cards is more impressed with the fact than the man who gets good cards. If cards have gone very much against a player, it seems reasonable that another pack of cards should not go so much against him, and, therefore, when men are playing for money, and lose, if they call for new cards they take a chance that may come off in their favour. They may produce a change, and any change is for the better. The man who plays for high stakes calls for new cards, because the price of the new cards bears no proportion to the stakes. A poor man does not call for new cards, for he cannot afford to throw away 4s or 5s. Therefore, if there be a benefit in calling for new cards, as the men who call for them must believe, the rich man has this advantage over the poor man. This, in theory, should not be allowed, but we do not think it likely that the rule permitting the change of cards will ever be altered, because the new cards give a large profit to the club, or to the proprietor, and the club and proprietor would each oppose the sacrifice of that profit.

As to when new cards should be called for. It is difficult to define what is and what is not etiquette. It is a matter of opinion whether the knowledge of right and wrong is innate or the result of education. Each man must ask his own conscience what is, and what is not right. No one at a game would give his partner information by word of mouth, by sign or signal. If a player did so, we suppose he would admit that he had done wrong. If it be wrong in one, it must be wrong in another. If, during the play of a hand, or after a player has seen any of the cards, he declares that he will have new cards, by this means does he, or does he not, intimate that he has a bad hand? If he intends so to intimate, he has said, "I have a bad hand," and we take it there is no doubt that, if he said that he had a bad hand, he would say something outrageous, something unknown in Whist society, and that, so to speak, would be a grave breach of etiquette; if he did not mean that he had a bad hand, his acts still bear that construction. One player may assume from the remark that the caller has a bad hand and be deceived. It is clear that one has no right to mislead at

Whist by words. Whist and Poker are two different games—at the one we have no right to speak, at the other chaff and brag are permitted. We do not think there is any Whist player that would not be offended by the call for fresh cards under such circumstances.

A player calls for new cards; has he a right to throw the old cards on the floor or into the fire? If the old cards belong to the member who pays for them, there is an old adage that a man can do what he likes with his own. In society this right is limited by certain undefined rules, which require men to behave with good taste. Good taste is not arbitrary. It varies in successive ages. That which is acknowledged as orthodox at one period, is not sanctioned at another. In private life the host might throw the cards about the room, and it is not so many years ago that men have been known to play with the floor covered with cards. We have heard that Mr. Clay (a model of courtesy) used to throw the cards on the floor, but we never heard that he justified the act, and we cannot help thinking that, on reflection, the act would not bear scrutiny. If the host may do as he pleases, it would follow that the guest might do the same, and if there be a lady in the house, we suspect she would not like card parties under the circumstances. But at a club the room is not the room of one player, but the room of all the members, and no one has a right to make another's room disorderly. At some clubs the old cards do not belong to the members paying for the new cards. They belong to the club, and a player has no more right to throw the cards on the floor than he has to break a chair or do any other damage.

THE END OF A RUBBER.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—I played a rubber once and lost the first game, a treble, which the adversaries omitted to score, I then lost another treble, and during the next deal (which was mine) my attention was distracted by a gallery of five or six all making remarks at once, distinctly calling attention to the omitted score: this of course continued through the remaining games of the rubber, and was only slightly mitigated by my announcing, as forcibly as I could, my intention of enforcing Rule 88. I say as forcibly as I could, for any very forcible step such as posting that Rule on the notice-board was out of the question at the moment; eventually we won the last two games and four points, also an outside bet: it appears to me undoubted that—

(1). The outsider lost his bet. He says it is very hard, it may be, I never bet, and therefore am no authority on the subject; still he may console himself with the reflection, "*maxima injuria summum jus.*"

(2). I have a perfect right to go on with the deal, if the adversaries are kind enough to cut the cards. I must also do my best for my partner, "*salus republicæ suprema lex;*" this apothegm is open to two objections; one, that it comes too near to the one above; the other, that it covers any rascality under the sun, but it is apposite.

(3). The moral turpitude of this act is precisely on a par with not informing the adversaries when they omit to score honours; no more and no less.

(4). If at any time before the end of the rubber, the adversaries have claimed a bumper, that claim was good, any subsequent score notwithstanding.

All these points are disputed, and if I am wrong on any of them I should like to be put right. While pondering on these things another difficulty presented itself: at what precise moment is the rubber over? calling it won't do, for the callers may have revoked: besides, they may call it "like a spirit from the vasty deep," when they haven't got it, and never will get it; and they may not call it when they have it, as in the present instance: is it over when the points are paid? they may be owed: they may never be paid at all. I have heard of such a case: is it when the cards are shuffled for the next rubber? there may be no next rubber: again I ask will you clearly define the end of the rubber? and oblige

PEMBRIDGE.

[An outsider should remember that four play at Whist. He backs players with all their faults. He has no right to aid his own side to win. The rubber is over when one side has won two games out of three, and remember that they have done so. This memory must be brought to bear before the other side have won two games, and remember that they have done so. In our judgment, the losers of the first two games would do no wrong in calling attention to the fact.—ED. W. P.]

PLAYING CARD DUTY.

THE duty on playing cards produced (1875-76) £13,322, showing a slight increase on the production. The amount does not represent the number of cards manufactured, because the cards exported have no duty, and the trade to America and our Colonies is very large.

WHIST.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—The other day, at the Ipswich Club, for the first time in my experience, to the best of my recollection, I saw the whole thirteen tricks made by the same hand. I do not know whether the occurrence is sufficiently unusual to make it worth while publishing the hand? if so, here it is:—Diamonds, Ace, King, Queen, 8, 4; Spades, Ace, King; Clubs, Ace, King, Queen, Knave, 6, 5.

Diamonds were trumps, the holder of this hand was third player; his partner led a small Heart, which he trumped; he led out his three honours in trumps and all the other trumps fell; he continued with Clubs, and as no other player held five he made every trick. The pack was not a new one, two or three rubbers having previously been played with it, and it had been shuffled (by two) and cut in the usual way.

I remember some time since you gave one or two instances of all 13 trumps being in the same hand. The nearest I ever knew to it was this: I was playing double dummy, and my adversary (dealing for himself) turned up the Ace of Spades, and the other 12 Spades were in his dummy's hand. In this case, too, the cards were not new, and had been properly shuffled and cut.

I am, Sir, &c., KONGE.

HISTORY OF PLAYING CARDS.

THE Catalogue Raisoneé of the playing cards in the British Museum, entrusted to Dr. Willshire and prepared by him in the Print Room, is partly in the hands of the printers. The systematic or descriptive portion is to be prefaced by a concise general history of playing cards, and the series of packs which have a politico-historical character will be introduced by a continuous historical survey of the events to which these cards relate. The curious and interesting subject of the application of cards to divination and their supposed connection with the occult philosophy of ancient Egypt receives, we (*Athenæum*) believe, rather full consideration as the cards known as Tarots pass under review. It is intended that very complete tables and indexes shall accompany the catalogue.

AN ARKANSAS FATHER'S ADVICE TO HIS SON.

BOB, you are about leaving home for strange parts. You are going to throw me out of the game and go it alone. The odds are agin you, Bob. Remember that industry and perseverance are the winning cards, as they are the "bowers." Book larning and all that sort of thing will do to fill up with, like small trumps, you must have the bowers to back them, or they aint worth shucks. If luck is agin you pretty strong, don't cave and look like a sick chicken on a rainy day, but hold up your head and make believe you are flush of trumps, then they don't play so hard agin you. I've lived and travelled around some, and I've found out that as soon as folks thought you held a weak hand they'd all buck agin you strong. So, when you're sorter weak, keep on a bold front, but play cautious—be satisfied with a p'int. Many's the hand I've seen euchered because they played for too much. Keep your eye well skinned, Bob; don't let 'em nig* you, recollect, the game lies as much with the head as with the hands. Be temperate; never get drunk, for then, no matter how you play it, both bowers and the ace won't save you, for there's certain to be a misdeal or something wrong. And another thing, Bob (this was spoken in a low tone), don't go too much on women; queens is kinder poor cards, the more you have of them the worse for you; you might have three and nary trump. I don't say discard 'em all; you get hold of one that is a trump; it's all your good, and there's to be one out of four. And above all, Bob, be honest; never take a man's trick wot don't belong to you, nor slip "cards or nig," for then you can't look your man in the face: and when that's the case, there's no fun in the game; it's a regular "cut-throat." So now, Bob, farewell. Remember what I tell you, and you will be sure to win; and if you don't it sarves you right to be "skunked."—*Brooklyn Review.*

* Nig is a term used in Euchre, and means a revoke.

DRAMATIC NOTES.

WHEN it was announced that Mr. Irving was about to undertake *Othello*, there were few amongst his well-wishers that did not hope and expect that he would be able in this character to refresh the laurels gained in *Hamlet*, but slightly tarnished in *Macbeth*. There are not in *Othello* any of those intellectual meditations and subtle self-examinations which, in *Hamlet*, so well suited Mr. Irving's style; but, on the other hand, the interest is, as in *Hamlet*, so to speak, domestic, and concerns not high aims, ambitions, and public matters, as in *Macbeth*. In any case, those who were not prepared to see in Mr. Irving so good an Othello as a Hamlet, were at least confident of seeing an improvement on his Macbeth. But disappointment was in store, and there is no necessity for us, who have no spite against Mr. Irving, to mince matters by qualifying the verdict that his Othello was, on the first night, a failure and a mistake. He may have gained confidence, or have revised his reading since then; but at present it is by first nights that actors are judged, and Mr. Irving's Othello on the first night fell flatter even than his Macbeth. His best characteristics were conspicuous by their absence; his worst were apparent to a greater degree than ever. His articulation, always a weak point, caused half his sentences to be inaudible; his voice was thick and indistinct—now pitched from his throat, now apparently emanating from somewhere between the roof of his mouth and his hair. His peculiar gestures and attitudes, which have not displeased in moderation, were in this case so exaggerated as to become ludicrous. Now, although genius may be, and often has been, pardoned single defects, it cannot overcome defects in everything which should be part of an actor. If the actor's voice is thick and indistinct, his articulation eccentric and imperfect, and his movements of the nature of antics, it seems to us that, no matter how noble, how intelligent his conception of a character may be, he must fail; and, on these simple grounds, we are sorry to believe that Mr. Irving's Othello is a failure. The speech to the senate in the first act, which, as requiring only a quiet and well-balanced elocution, need not have been marred by these defects, was so marred. Disappointment, therefore, began in the first, and was increased in the second act. In the third and fourth, which are, of course, the main tests of an Othello's success, the defects alluded to carried away Mr. Irving, and literally "chaos came again." Little or nothing could be heard, and what was seen made the judicious grieve. In the fourth act, it is true, we began to see Mr. Irving's conception of the character. His idea is, as it seems to us, that Othello is utterly distraught by his fancied misfortunes. Mind, body (as in the epileptic fit), and reason are entirely overthrown, and Othello becomes incapable of connected speech or movement. The theory is probably correct, but Mr. Irving cannot carry it out; and it is ruined by his lackadaisical accents and acrobatic contortions. The experience of Mr. Irving's Richelieu, Macbeth, and Othello are enough to show that wild and unrestrained passion is beyond the reach of his physical powers; a fact which need not detract from his reputation, as passion let loose is far less effective than passion in restraint.

We have no doubt that joy and exultation will reign in those literary and journalistic circles where, for some mysterious reasons, spite and hatred are felt for Mr. Irving, and there may be some among the public who will be disposed to set down hostile criticism of Mr. Irving's Othello to interested motives. But, unhappily, there is no room for doubt. All talk and gossip of malice, of opinions *pro* and *con*, are in this case out of the question. There can only be one opinion of Mr. Irving's execution (we say nothing of his conception) of the character on the first night. The fact that he was applauded goes for nothing. There was laughter as well as applause, and the public are are not so fickle as to withdraw their good feeling all at once from an actor who has pleased them. But on the next occasion that Mr. Irving attempts a Shaksperian character, his Othello will be remembered, and should he not improve upon it, the public voice will be much altered in its note. *Othello* has been well mounted by the Lyceum management, and the general acting is better than was expected of the names set down for the various characters. The Desdemona of the younger Miss Bateman was deplorably weak, and may hang as a companion picture to her Ophelia. To have "tears in her voice" is not given to Miss Isabel Bateman, who cannot get beyond a whine. But the elder Miss Bateman, improving on her Lady Macbeth, gave an effective rendering of Emilia, and Messrs. Brooke and Mead were successful as Cassio and Brabantio, although Mr. Mead, the solitary representative of the old school, was ultra-deliberate in his speech. As for Mr. Forrester, as Iago, his great and deserved success was due chiefly to his own merits, and in a minor degree to the singular contrast he made with the Othello in clearness of speaking and ease of movement. Every word, every syllable was audible, and his gestures and attitudes were graceful and full of meaning. Standing between the schools represented by Mr. Mead and Mr. Irving, he caught the good points of each, and eschewed the bad. It is said that the opportunity of distinction comes to every man some time in his life. Mr. Forrester's opportunity has been late in coming, for we can recollect him acting in the *Tale of Two Cities* at this very theatre some fifteen or sixteen years ago, and in the interval he has constantly appeared on the London stage without gaining prominence in the public eye. That promotion and advancement should go by favour is lamentably known to every profession, but it is an added misfortune to the actor that public favour is frequently given to the backed-up impostor, simply because the impostor is more often before the public than modest merit. This is true of actors, and doubly and trebly true of actresses.

It is a plain fact that the press does not now bestow that unstinted praise on new plays which was the rule some time ago. Managers and authors are, therefore, hard put to it to produce the necessary string of puffs in their advertisements. It requires great care now so to winnow a hostile notice as to glean a favourable criticism from it, and so it is with little astonisnment that we observe managers and authors becoming their own critics. Perhaps the heighth of impudence (to use no stronger word) in this respect is achieved by Mr. Rice, at Covent Garden, who, having been universally condemned as Shylock, advertises that the press declares him to be the greatest Shylock since Edmund Kean. The author of *Clytie* was reduced, as we said last month, to quote in his favour the *Sporting Life,* and the lessees of the Criterion, having produced a dull extravaganza, advertise with triumph an enthusiastic certificate of its merit from "A Provincial Manager." We do not look for excessive refinement of feeling from the run of managers, but, at all events, there is, or has been, an impression that dramatic authors were gentlemen of taste and self respect, and were not likely to condescend to the practices of Holloway and Page Woodcock. And yet Mr. Tom Taylor has shown us that an author can, in his anxiety to make the public swallow his pills, or rather his play, lower himself to write to the papers and puff his wares. Mr. Tom Taylor has written a new historical play, *Anne Boleyn*, which, on the first night, was considered by the critics to be very long and very dull, and they criticised accordingly. Mr. Taylor takes counsel with himself, and cuts off an act. This being done, he writes to say that from his observation the public seems to like *Anne Boleyn*, and that he wishes to announce to "semi-suburban" audiences, who prefer early hours, that the play is over by eleven o'clock. To perfect his case, he should have added a list of the omnibuses, black, white and brown, that pass the top of the Haymarket. For our own part, although we did not see the play on the first night, it seemed, on our visit, as long and as dull as if no act had been cut off. The theatre was fairly full, the audience patient and apparently interested, and we wondered who the people were that could find an evening's amusement in this episodical and verbose stirring up of the dry bones of history. We see Anne Boleyn before she is married to the king. We see her, in the second act, a happy queen, giving shelter to hunted gospellers; and this act closes effectively with Miss Neilson kissing the "Five Books of Moses in English." We see her again as a neglected queen, and lastly we take leave of her in the Tower, as she is looking out of the window at her friends having their heads cut off. The impression left is of a series of tableaux vivants, the only connected interest being caused by two conspirators, who walk on the stage in each act, and hold a dialogue until it is time for Anne Boleyn to appear. The inference from this and other historical plays laid down on rigid lines is that history is a good servant but a bad mistress. An historical play, where a fictitious hero and heroine occupy the main story, and historical persons and facts fill up the details, is more amusing and dramatic than a play in which everybody, including the chief personages, is taken from life. Probably the latter, if well done, is of a higher class, and better suited to the closet than the former; but then dramatic works are supposed to be written for representation. *The Gascon*, at the Olympic, which may be loosely called an historical play, supplies the exact opposite of *Anne Boleyn.* It is not in the least degree accurate, and yet, on the whole, lively and interesting. The author, and after him, the adapter, takes the most terrible liberties with history, but the fictitious characters introduced carry on a plot of some sort to a fairly successful end, Mary Stuart and Chastelard are both introduced, but the worn out story of their love is luckily made subordinate to the adventures of a Gascon, to whom the author, or adapter, in defiance of facts, gives the love and hand of Mary Carmichael. Mr. Henry Neville rattles through the part of the Gascon with appropriate veracity, and Mrs. Rousby, who has been superseded in the Tom Taylorian drama by Miss Neilson, is Mary Stuart. The play, which is of the *Duke's Motto* order, is splendidly put on the stage, and deserves success, as a good specimen of its kind.

A Mr. Burnett has been rash enough to adapt *Bleak House* to the stage, for the Globe Theatre. The result is enough to make the hair of a lover of "the unities" stand on end. There are five scenes to the first act, and we are taken from London to Lincolnshire and back in a breath. The adapter has endeavoured to centre the interests on Jo, the crossing sweeper, and Lady Dedlock. Numbers of the characters in the book have been, of course, omitted, whilst a few are introduced merely to appear and disappear like the figures in a magic lantern. Mr. Chadband is introduced in a scene of the second act, delivers a discourse entirely foreign to the business of the scene, and vanishes, to be seen no more. It may be assumed that in any given audience there are many who have never read Bleak House, and it would be interesting to ascertain the exact impression produced on their minds by the present adaptation, which opens with the inquest on Mr. "Nemo," which abounds in allusions to persons and matters not in the drama, in which a ghost is constantly talked about but never produced, which, in short, like eternity, begins and ends nowhere. It is possible that *Jo*, as this adaptation is called, is produced for the purpose of exhibiting Miss Jennie Lee as the little crossing sweeper. This is certainly, in some respects, a remarkable piece of acting. The dirty face and ragged clothes, the lurch and limp, the hunted, scared look of the boy, are all admirably assumed by Miss Lee, who reveals her sex only in the mistake of wearing the golden, fuzzy wig of burlesque. She gives the hoarse accent of the London street boy to the life, but fails where she has to exhibit great pathos. If she could only borrow Miss Foote's exquisite art, her own talent would suffice for the rest. Nevertheless, as it is, it is a fine performance, and is almost, we cannot say quite, an inducement to the playgoer to sit out this dreary adaptation of *Bleak House.*

ANSWERS TO CORRESPONDENTS.

CHESS.

Problems received with thanks from J. N. K., A. C. Pearson, R. W. Johnson, C. R. Baxter, C. Callander, T. W. Martindale, G. J. Slater, J. W. Abbott, W. Coates, and others.

E. J. ASTON.—The two mover shows considerable improvement, and we are happy to publish it, adding, as you will see, a Pawn to relieve the White King of the check of the opposing Rook, the condition in which it appears in your position.

W. N. (St. Neots).—We scarcely call your remarks on No. 757 a review of the problem. What do you think yourself? The other matter has our attention.

C. W. (Kirkee).—Many thanks for the batch of problems, and the kind remembrance of us implied in their dispatch.

W. CLARK (Barnaul).—Your last kind communication has come safely to hand, and is a most welcome arrival.

T. W. MARTINDALE.—Your favour, per Mr. Bull, of Detroit, has duly reached us, for which we are extremely obliged.

T. P. B. (Detroit).—Accept our best thanks for the problems. Kindly inform us if they have been published before. The game is interesting, and shall have early insertion.

J. T. C. (Wotton).—We have asked several of our friends to play you a match by correspondence, but have not succeeded in securing an adversary for you. Perhaps this notice may elicit a response from some of our correspondents; if so, we shall communicate with you through the post.

W. C. (Cheltenham).—The book shall be forwarded to you in the course of a few days. Thanks for the problem.

C. C. D. (Newcastle).—Much obliged for the report; you will see we have availed ourselves of it.

E. A. (Shepherd's Bush).—The problem seems all right now, and if it prove so upon further examination it shall appear next month.

CONRAD BAYER.—We have complied with your request, and shall be very glad to hear from you, as promised.

WHIST.

P.—A leads when it is B's turn. The adversary calls from B a Spade. He has a Spadé but leads a Club. What is the penalty? It is said that this is a revoke. Besides this, B did revoke. If the first be a revoke can the penalty for two revokes be taken?—*Ans.* There are two revokes (1) for not leading the Spade, and (2) the revoke ordinary. A and B must pay for the two revokes.

P. P.—If you have Ace, Queen, 7 of trumps, and you are 2nd player, and want two tricks, and a plain suit is led, of which you have none, we should have thought it difficult to avoid getting two tricks, but you need only get one by playing the Ace or the Queen. Why not reason for yourself, with the cards before you? If you put on the 7 how can you help getting two tricks?

A. B. C.—With King, Queen, 3, 2 of trumps, what is the right lead?—*Ans.* The 2.

W. K. S.—If you finesse Queen, having Ace, Queen, and two other trumps, and the Queen wins, you must play the Ace. If you lead the small one, in whose hand is your partner to place the Ace? No one can have it but the now last player. Partner is certain to finesse, and a trick will probably be lost by your cleverness. We cannot see any benefit by your line of play, but certain loss.

R. H. R. M. (Toronto).—We answered your question in our December number.

C. J. C.—The subject of noise and wrangling at Whist is so distasteful, and we have written on it so frequently, and without effect, that we are obliged to give it up in despair. We fully sympathize with you; we seldom play because it is impossible to do so without being made uncomfortable, and it is with feelings of pain and humiliation that we witness, day by day, conduct that is reprobated by every right thinking man. Until men can be induced to examine their own conduct there is no prospect of a reform. Some of the worst specimens would not hurt a worm, but as to any one's feelings being hurt, why they cannot believe that one possesses anything of the sort, and as to a headache, we presume they do not know what that is.

LEX.—A revoke.

P. E. W.—Will write by Post.

T. S. R.—It is contrary to custom.

PIQUET.

B. R.—If dealer gives you 14 cards there must be a fresh deal.

ECARTÉ.

MAX.—(1). In giving cards, if the dealer exposes one of the adversaries' cards he can demand another card in the stead of the one exposed. Cavendish will please note this point for his 2nd edition, for, notwithstanding his laws on the subject of dealing are elaborate, he does not seem to touch the point as to what is to be done after the non-dealer has seen his cards. (2). There is no penalty for the dealer exposing one of his own cards. (3). If in the original deal one of the non-dealer's cards are exposed, he may call a fresh deal, but if he has looked at his cards there is no penalty.

BEGINNER.—You must win a trick if you can. You must not put a Knave on a Queen, having King in your hand, and if you have none of the suit led you must trump.

S. D. M.—If two tens appear in one hand the pack must be imperfect, and the deal is void. The turned up King cannot be counted. If you had looked at the back of the cards you would probably have found that the second ten belonged to the other pack.

24. C. T.—If you say "How many," in Ecarté language that means, "I give," and you cannot retract; you must give the cards asked for. The cutter of the highest card deals. The Ace retains its Ecarté rank. Why should the rank of Ecarté cards be governed by Whist laws?

"A *LITTLE* BIT OF MORPHY."

The Westminster Papers.

1ST APRIL 1876.

OUR PORTRAIT GALLERY.—No. 2. MR. J. H. BLACKBURNE.

WHEN or where Mr. Blackburne first began to tread this earthly ball is, we hope, of little consequence here; we are concerned only with his advent and career in our little world of Chess. That such is the case is a fortunate circumstance, because it is certain that if we professed to know anything of the early life of our hero the intelligent reader could detect our self-consciousness of ignorance in the first paragraph, and would, probably enough, thereafter deride our affectation of knowledge. Mr. Blackburne's first appearance in the Chess world occurred in Manchester, where, in the year 1861, he had obtained a local reputation for skill in the game, by defeating some of the best known players of that city, and in 1862 he came to London to fight for his own hand in the tournament organized by the British Chess Association, in the summer of that year. In the general *melée* he failed to make his mark, but he secured a world-wide fame, and probably determined his future destiny, by rivalling Paulsen in blindfold play. Mr. Blackburne's record since that period is to be found in the chronicles of the game at home and abroad. As a blindfold player he is *sui generis*. He plays with more ease and apparent freedom from effort than any other practitioner we have seen, and in the quality known by the term brilliancy he excels them all. He delights in what he calls "a little bit of Morphy," and in his self-gratulatory chuckle, as he explains such a combination to an admiring gallery, our artist has caught him to the life.

Mr. Blackburne is a professional Chess player, and his manners and bearing alike witness that he has never long sojourned in places exempt from public haunt. He is zealous in his advocacy of the cause of first-rate Chess players, as distinct from the cause of first-rate Chess, but his oratorical talent consists not so much in his powers of speech, which are feeble, as in his rare capacity for interruption, which is immeasurable. The boisterous felicity of his cries "to order" is only surpassed by the eloquence of his "hear, hear," or the "vigour" of his sibilant dissent. He is a fair specimen of those rare men whom exclusive devotion to Chess alone produces, and of whom that much-lauded quality has produced too many for Caissa's glory.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE Divan Tournament, so often referred to as relegated to the limbo of excellent ideas, is at length an accomplished fact, and the combatants were brought face to face on Monday, the 27th ultimo. There has been no event in the Metropolitan Chess World, during the past three years, to compare with this Tourney in the genuine interest it has evoked; and promoted and organized by amateurs, as it has been, the amount of the prize fund is a sure indication that there is a strong desire on the part of the great body of Chess players to encourage first class play. The principal conditions of the Tourney are briefly as follow:—

1. No Entrance Fee will be required, but only such competitors as are approved by the Committee shall be allowed to take part in the Tourney.
2. Each competitor shall play two games with every other competitor, the move alternating, and that in the first game to be decided by lot. Drawn games to count a half to each player.
3. Each competitor shall play three games in each week, viz.: on Mondays, Thursdays, and Saturdays. Any pair may, by mutual consent, arrange to play on Mondays, at the City of London Chess Club, 74 Ludgate Hill, from 5.30 p.m. to 10.30 p.m. The play on Thursday and Saturday to be invariably at Simpson's Divan, 101 Strand, from 3 p.m. to 10.30 p.m.

There are other regulations, providing for adjournments and leave of absence to players in cases of emergency, but these we think have more interest for the competitors than for the public.

Eight players have entered the lists, viz.: Messrs. Blackburne, Jansens, Macdonnell, Martin, Minchin, Potter, Wisker and Zukertort, and they have been paired as follows:—

FIRST ROUND.
27th and 30th March.

Zukertort	v.	Jansens.
Blackburne	v.	Martin.
Potter	v.	Macdonnell.
Minchin.	v.	Wisker.

SECOND ROUND.
1st and 3rd April.

Zukertort	v.	Martin.
Blackburne	v.	Jansens.
Potter	v.	Wisker.
Macdonnell	v.	Minchin.

THIRD ROUND.
6th and 8th April.

Zukertort	v.	Blackburne.
Potter	v.	Minchin.
Macdonnell	v.	Wisker
Martin	v.	Jansens

FOURTH ROUND.
10th and 13th April.

Zukertort	v.	Potter.
Blackburne	v.	Minchin.
Macdonnell	v.	Jansens.
~~Wisker~~	v.	~~Martin.~~

FIFTH ROUND.
15th and 17th April.

Zukertort	v.	Macdonnell.
Blackburne	v.	~~Wisker.~~
Potter	v.	Jansens.
Minchin	v.	~~Martin.~~

SIXTH ROUND.
20th and 22nd April.

Zukertort	v.	~~Wisker.~~
Blackburne	v.	Macdonnell.
Potter	v.	~~Martin.~~
Minchin	v.	Jansens.

SEVENTH ROUND.
24th and 27th April.

Zukertort	v.	Minchin.
Blackburne	v.	Potter.
Macdonnell	v.	Martin
Wisker	v.	Jansens.

The Prize Fund has been considerably augmented in the course of the month, through the indefatigable exertions of Mr. Greenhough, and the Subscription List is now as follows:—

	£	s.	d.		£	s.	d.
ANONYMOUS ...	11	11	0	G. H. LEAF, ESQ.	1	1	0
C. J. LEAF, ESQ.	5	5	0	W. LEAF, ESQ.	1	1	0
J. ECCLES, ESQ.	5	0	0	R. E. DAVIES, ESQ.	1	1	
DIVAN COMPANY	5	0	0	S. GREENHOUGH, ESQ.	1	1	0
AMICUS	4	0	0	WESTMINSTER PAPERS	1	1	0
— SAMPSON, ESQ.	2	2	0	— JOHNSON, ESQ.	0	10	0
J. RABBETH, ESQ.	2	2	0	— MADLE, ESQ.	0	10	0
J. P. GASTINEAU, ESQ.	2	2	0	— GRAHAM, ESQ.	0	5	0
DR. ELAM	2	2	0				
— CLARKE, ESQ.	1	1	0				
W. B. LEAF, ESQ.	1	1	0	Total	£47	16	0

This fund will be increased to at least £50, and will be distributed in three prizes, viz.:—First prize £25; Second prize £15; Third prize £10.

As we have already intimated, the play commenced on the 27th ultimo, and it resulted in Messrs. Zukertort, Blackburne, Potter and Minchin scoring the honours of the occasion. The most stoutly contested games were those between Messrs. Macdonnell and Potter, and Messrs. Minchin and Wisker. Herr Zukertort gained an easy victory in something under two hours, and Mr. Blackburne, although his game with Major Martin extended to forty-two moves, did not occupy much time. The game between Mr. Wisker and Mr. Minchin was sensational in its termination, for the first-named player, in reply to a check, obliged Mr. Minchin by moving his King to a square that enabled that gentleman to mate him on the move. At the hour we went to press the score stood—Zukertort 4, beating Jansen 0, and Major Martin 0, Blackburne 1. His second game with Major Martin was adjourned, by consent, to fulfil a professional engagement at Derby. Potter and Macdonnell 1 each, Minchin 1½, Wisker ½; Macdonnell beat Minchin 1. We did not hear the result of the game between Wisker and Potter, but when we saw it Potter had the best of it.

If it is only fitting that those who are first in fray should be first in feast also, whatever moral there lurks in the musty old proverb is pointed in the career of the City of London Chess Club. Its members have earned a world-wide repute for two good old British qualities—prowess in war and brotherhood in peace. They have more than once displayed their force in the "brave squares of battle," and their annual festival has long been considered an oasis in the desert of Chess controversy, where the most factious of adversaries

may safely meet. On these occasions lance and armour have been set aside, and the business of the hour is the pleasure to be extracted from it. The festival of the present year was held at the new rooms of the club, 74 Ludgate Hill, on the 14th ultimo, under the presidency of Mr. A. J. Manning, and it was attended by upwards of seventy members, including most of the leading metropolitan players and amateurs of the game. After dinner, which was excellently served, and due honours having been rendered to the usual loyal toasts, the President proposed the toast of the evening, "Success to the City of London Chess Club." He ascribed its prosperity to the members' sincere regard for the game, and the pleasure they found in its practise. Mr. Potter responded in suitable terms, and before sitting down proposed the health of their late President, Mr. Down, whose labours he described as largely instrumental to the success of the club during his term of office. Mr. Down responded, amid hearty cheers. Mr. Webber then proposed the health of the Treasurer, Mr. Howard, whose response was followed by Mr. Sutton, provoking the speech of the evening from Mr. F. S. Walker, by the suggestive terms in which he proposed that gentleman's health. The matter of Mr. Walker's speech could be easily conveyed to our readers, for he spoke with more than ordinary force, but the manner of the speaker is, we frankly admit, entirely beyond our powers of narration. His references to the recent secession of Herr Steinitz and his scanty following, a secession that might be either "momentous" or "momentary," he declined to determine which, were greeted with roars of laughter, and his statement that the prosperity of the City of London Club depended upon the goodwill of no individual Chess player or section of Chess players, was endorsed by the assemblage with prolonged applause. The toast of "The Chess Press" was proposed by Mr. Rabbeth, who coupled with it the names of Mr. Duffy, of the *Westminster Papers*, and M. Delannoy, of *La Strategie*, and expressed his great regret that illness had prevented the attendance of Mr. Wormald, of the *Illustrated London News*. Mr. Duffy returned thanks in the briefest terms, and M. Delannoy then delivered the following speech :—

"The Press, Gentlemen, is the mirror of Intelligence and Genius, it reflects their worth, and, I dare say, it multiplies them. That of Chess does yet better. By scientific analysis it adds something to the brilliancy of fine conceptions, by judicious praise it stimulates the efforts of the masters, preserves amongst them a noble spirit of emulation, which creates prodigies and contributes powerfully to progress. In short, it keeps among all the members of our family those precious feelings of sympathy which are our pride and our joy. Let us then thank it for such a deal of good. It is to the Chess Press, and especially to the kind remarks of the writers of the WESTMINSTER PAPERS and of the *Illustrated London News*, that I owe the favour of not being entirely unknown to you; it is to them that I owe my introduction to your honourable President and my invitation to this feast, a fact which I consider as one of the loveliest events of my life. Permit me, also, to profit by this opportunity to present the amateurs of Chess in London my gratitude for their gracious reception, and to express it by shouting a cry which, I am sure, will be warmly greeted, loudly echoed, and will resound like a report of the Woolwich Infant :—Old England for ever! Hurrah!!"

M. Delannoy's speech, which was delivered with eloquent fervour, was received with loud cheers. The President then proposed the health of Mr. Mossop, his guest, and, as he believed, a welcome one to the members of the City of London Chess Club. Mr. Mossop's rising appeared to be the signal for a vigorous hiss from Messrs. Wisker and Blackburne, and from these persons only. The impertinence—the mildest term we can devise to apply to such conduct—was speedily rebuked by the applause of the members, and, in the result, it only served to draw upon the offenders a still more vigorous rebuke from the tongue of Mr. Mossop. We do not like to dwell upon this part of the evening's proceedings, and we should not have obtruded it upon public notice if Mr. Wisker had not already done so in his own Chess column. The "vigorous hiss" is there chronicled, but nothing is said of the "vigorous" condemnation, and there is the additional insincerity—another euphemism—that the "hiss" is made to appear the consequence of Mr. Mossop's remarks, instead of the cause. We repeat we are not responsible for bringing this matter before the public, but Mr. Wisker may rest assured that we shall speak at large upon the subject if such a course is provoked by any further display of insincerity. It was fortunately late in the evening (midnight) when this unpleasant interruption occurred, so that the harmony of the meeting was little disturbed by it, indeed the "comic song" period had already arrived. The last toast was the health of Mr. Gastineau, whose genial presence and hearty manner at once restored the company to good humour. In the early part of the proceedings Messrs. Bradley, Holmes, Fisher, and Pilleau delighted the members with their capital glee singing, and Mr. Smith's "Tom Bowling" and Mr. Forrester's "Village Blacksmith" contributed largely to the enjoyment of the evening.

The "Collection of English Chess Problems," edited by Messrs. W. T. and James Pierce, was issued from the press in the early part of the past month. We hope, and are inclined to believe, that the success of the work is assured in this country, for in conception and execution it is one in every way worthy of British Chess Problem art. We purpose noticing the work at length next month, but in the meantime we may say that our examination of it, so far as it has proceeded, induces us to cordially recommend it to every student of problems.

Messrs. Pascoe Fenwick, of Gravesend, H. W. Kirby, of Northfleet, and W. J. King, of Gravesend, have

consented to act as a committee to carry out the arrangements for a Chess contest, to take place at Gravesend early in the present month. Intending competitors should address Mr. W. J. King, Berkely Crescent, Gravesend, who will furnish full particulars of the tourney. It may not be out of place to express a wish that Mr. King had furnished the particulars to us. We make the foregoing announcement on the authority of Mr. Thomas Bevan, of Gravesend, and we have pleasure in doing so, but we have no knowledge of the object or conditions of the proposed contest.

The West-end Chess Club having recovered from the "momentous" delirium to which it has been recently subjected, pursues the even tenour of its way. That is to say, even the tourney has been brought to a conclusion, and it resulted in Dr. Ballard winning the first prize, and Mr. Sonneborne the second.

The youthful Chess players of our Universities have this year accepted the hospitalities of the West-end Chess Club, and the committee of that association has engaged rooms at the Freemasons' Tavern for the occasion of the match. Every transaction in which that club is engaged appears to be, as if of course, a close secret until revealed in the columns of the *Field*. For all that it has leaked out that the match between the Chess players of Oxford and Cambridge will be played on the 5th inst., and that the hat has been shaken so vigorously that the patrons of the occasion are enabled to engage rooms at the Freemasons' Tavern for the accommodation of the players. It has also transpired ("promiscuous like," of course) that each University will be represented by seven champions, and that they will set upon each other at one o'clock in the afternoon of the before-mentioned 5th of April, and play until the "banquet waits." At that auspicious moment Herr Wilhelm Steinitz, of Prague, will settle the matter for the University champions by quite impartially deciding who ought to lose and who ought to win. "This," as Mr. Macdonnell says sometimes, "is indeed Chess!"

The Junior Cambridge Annual Tournament has come to a close. The first prize was won by Mr. J. T. C. Chatto, whilst Messrs. Gunston (St. John's), Reade (King's), tied for second. The ties will be played off next term. The prize was presented by Mr. F. H. Neville, of Sidney College.

In Scotland some University Chess players have been playing a match, and, according to the *Glasgow Weekly News*, this is the way they played it:—

A Chess match was played on Monday in the Glasgow Western Chess Club, Regent Hotel, between the University and non-University players. The match was arranged for 12 pairs of players, but only 10 pairs took part in it. It had been generally believed that the non-University team was the stronger of the two, and the result of the match was therefore the more unexpected. We believe, however, that owing to several of the players having failed to come forward, some of the pairs were unequally matched. The play generally, for so young a club, was very good, and several of the more closely-contested games were watched with eager interest. Such matches must do much to stimulate the love of Chess and make the game more widely known; and after the success of last night's match, it is to be hoped a similar meeting will soon be arranged. Considerable interest in the event was manifested by a good attendance of visitors, among whom were some well-known Chess-players. The conditions of the match were that three games were to be played if time permitted. The result was a draw, the scores being as follows:—

UNIVERSITY.		NON-UNIVERSITY.	
Mr. Brown	1	Mr. Miller	2
Dr. Dougan	0	Mr. Moffat	1
Mr. A. S. Drummond ...	1	Mr. A. K. Murray	2
Mr. J. Drummond ...	2	Mr. Raphael	0
Mr. Kemp	1	Mr. Tait	2
Dr. Lawrie	0	Mr. Beckett...	3
Dr. Peace...	1	Mr. Moodie	2
Mr. J. S. Russell ...	2	Mr. J. Stewart	1
Mr. A. A. Tennant ...	2	Mr. Stockley	0
Mr. Thomson	3	Mr. M'Gibbon	0
Total	13	Total	13

The *Chess Players' Chronicle* has this month an excellent article upon the subject of "Luck in Chess," some humourous verses entitled "The Gude Wife on Chess," and the lively Chess gossip of a London correspondent, who veils his identity under the pseudonym of "A Looker On," besides the usual complement of games and problems. We can inform "A Looker On" that the amateur philologists of the West-end Chess Club devised the soubriquet of Riesenschnantze—which they declare means Iron-jaw—to express their secret opinions of a very eminent member of that association.

In America very general regret prevails that the negotiations for a match between Captain Mackenzie and Mr. Mason came to an untimely end. The difference was a small one from a Chess player's point of view, the choice of ground for battle, but we think—with all humility be it said, for Mr. Mason is a man of mettle—that the younger player should have given way. Paul Morphy travelled to Europe to prove his claims to the champion's "round and top of sovereignty;" it would have been no degradation to Mr. Mason to journey from Second Avenue to Third in a similar enterprise. The failure of the negotiations referred to is, however, of small consequence, inasmuch as both players must meet at Philadelphia next summer, now that the success of the Centennial tournament appears certain and assured. The American Chess Association, represented by General Congdon, appears to have failed in securing the suffrages of the general body of Chess players in the States, and having the good sense to recognise the unpleasant fact before recognition became useless, the officers have resigned, and have transferred to the Philadelphia Chess Club all the responsibilities incident to the proposed international tourney. The members of that powerful and influential club have taken the matter in hand with characteristic energy, and already the prize fund is expected to reach the sum of five thousand dollars. We hope next month to be in possession of the programme of the tourney.

AT THE RINK.

A FIG for your Science! your Art I detest!
And learning's as stupid a bore as the rest!
Where pretty sparks dash on in flashes of fashion
I think I can hold up my head with the best.

Of course I can skate, and just now it's the thing
To sweep round a Rink like a hawk on the wing;
And no one is hurt if you venture to flirt
With sirens who angle for flats with a ring.

Well, Saturday last, with the air of a swell
Who knew he looked killing, and meant it as well,
According to wont, I shewed at the haunt,
Where, wheels under heels, there reels many a belle.

A lout knelt before me, and furnished my feet
With prim polished sandals, four-rollered and fleet,
Then, a beau, like an arrow, shot after a sparrow,
I flew toward the fair one I proposed to meet.

She smiled as she passed me, and, ne'er looking back,
Instinctively knew I had turned on her track,
But, swift as I sped, she kept just a-head,
Like Zephyr eluding Apollo's attack.

If I swerved to the right or the left, with a spurt,
Her Balmorals instantly flashed from her skirt,
And, keeping her lead, with will-o'-wisp speed,
She flitted and flouted me, ever alert.

I own that I swore as I tried it once more,
And heard a low laugh when I failed as before.
Such scorn ill befit a bit of a chit,
Whom a flip of my finger would fell to the floor.

At last I o'erhauled her, and whispered a word,
Intoned by the tempest of passion she stirred.
She spun like a top, and 'ere I could stop,
Was whisking behind me, away like a bird.

Of course 'twas an accident! (such things befall
The kindly or cruel, the great or the small);
But something she muttered, a something bright fluttered,
And, lo! I'd entangled my feet in her shawl.

Was it ever your lot, by a freak of the Fates,
To catch without warning a cropper on skates?
If so you can tell what I felt as I fell,
And struck the hard earth with the softest of pates.

A swarm of mosquitoes seemed hived in my brain,
When, wakened to woe, and half conscious again.
Then dimly I saw, with wonder and awe,
A stalwart young captain was soothing my pain.

"I fear you are hurt, sir," he presently said,
"My wife is so sorry! she thought you were dead!
But a man is not killed every time he is spilled,
And you've not cooked the goose on which gentles are fed."

A mischievous twinkle lurked bright in his eye,
Smiles lighted men's faces and women looked sly.
I caught a brief glimpse of that mother of imps,
And thought through her fright I could triumph espy.

Her captain assisting, I rose to my feet:
Jokes, titters, and hisses suggested retreat,
And as from the Rink I hastened to slink,
He whispered, "Remember, the next time you meet."

ROBERT B. HOLT.

OUR PROBLEMS REVIEWED.

No. 765, by D. W. CLARK.—"Simple, and containing unpardonable duals," W. Nash.—"Would be commendable were it not for the bad dual (amounting to a second solution) on White's 2nd move," H. J. C. Andrews.—"This problem is, without doubt, incorrect. The dual is too bad to pass," S. H. T.—"Easy, with a bad dual, which almost amounts to a second solution, as Black has only one defence to White's first move," R. W. Johnson.—"Neat, but not difficult," H. J. S.—"Easy, and uninteresting, Black having but one effective move to start with," W. J. N. Brown.

No. 766. by C. W., of Sunbury.—"Weak," W. Nash.—"Very pretty, in main variation. With a less obvious first move this would have been good; as it stands it is rather weak and easy," H. J. C. Andrews.—"Symmetrical and pretty, but very easy. The minor variation has a bad dual," S. H. T.—"The main variation is very pretty, but the threatened check, by the Rook, shows that no time is to be lost in preliminaries," R. W. Johnson.—"Clever, but rather obvious," J. H. S.—"Ingenious and pretty, although commencing with checks," W. J. N. Brown.

No. 767, by A. P. BARNES.—"Very easy, and without variation," W. Nash.—"Cooked," H. J. C. Andrews,—"Two solutions," S. H. T.—"Has three solutions," R. W. Johnson.—"It is evident that the Kt moves first. The second and third moves are ingenious," J. H. S.—"Three solutions," W. J. N. Brown.

No. 768, by WM. COATES.—"I hardly think this can be correct, but if the intention is 1 Kt takes B double ch, it is quite unworthy of its talented composer," W. Nash.—"If correct, an attractive position; the solution, however, does not realize expectation," H. J. C. Andrews.—"Is also wrong. For after first two moves White can proceed in a variety of ways," S. H. T.—"Uninteresting. I fancy I have not hit the composer's solution, but 'another way.' Though I can find no other, Q to Kt 3 takes, and some others will almost answer," R. W. Johnson.—"Unworthy of the author," J. H. S.—"The first move is somewhat obvious, and the problem altogether not up to the composer's standard," W. J. N. Brown.

No. 769, by J. W. ABBOTT.—"Trivial; half the variations contain duals," W. Nash.—"Good," H. J. C. Andrews.—"Neat, but is afflicted with very bad duals," S. H. T.—"A fair problem," R. W. Johnson.—"Of average merit," J. H. S.—"Easy; but seems to me to be elegant, and free from duals or any other flaw," J. P. Taylor.—"Obvious at a glance," W. J. N. Brown.

No. 770, by E. J. ASTON.—"Simple, and not free from duals," W. Nash.—"A promising debut," H. J. C. Andrews.—"Rather weak," S. H. T.—"Good and correct," R. W. Johnson.—"Not well constructed," J. H. S.—"Is not this, though good, unusually barren of variety?" J. P. Taylor.—"Another easy one," W. J. N. Brown.

No. 771, by C. R. BAXTER.—"A fair problem, but troubled with duals," W. Nash.—"Very fair," H. J. C. Andrews.—"Easy," S. H. T.—"Pretty, but easy," R. W. Johnson.—"Fair," J. H. S.—"This seems fair, and without any flaws, that I can discover," J. P. Taylor.—"Mediocre," W. J. N. Brown.

No. 772, by T. M. BROWN.—"Very good and correct," W. Nash.—"Ingenious," H. J. C. Andrews.—"The solutionis very neat and very easy," S. H. T.—"Has three solutions," R. W. Johnson.—"Nothing remarkable," J. H. S.—"Would not 1 Q to Kt 4 ch, cook it?" J. P. Taylor.—"Three solutions. Wants a Black P on K R 4 and a White P on K R 4 to make it perfect," W. J. N. Brown.

No. 773, by C. CALLANDER.—"A capital problem," W. Nash.—"A beauty, by far the best two mover in the number," H. J. C. Andrews.—"Very good," S. H. T.—"Very elegant, and well constructed; next in merit to 777," R. W. Johnson.—"Good," J. H. S.—"Duals seem to be skilfully avoided, and Q to corner, though hackneyed for first move, is newer as second; also this is not on block system. There is plenty of variety, and the only fault I can see is want of freedom for the poor Black King," J. P. Taylor.—"Pretty, but simple," W. J. N. Brown.

No. 774, by T. W. MARTINDALE.—"Very ingenious and pleasing," W. Nash.—"Two movers, with the Black King on the board line, are seldom up to much. The present is a clever exception to this rule," H. J. C. Andrews.—"The R at Kt 8 keeps the secret very badly. Otherwise fair," S. H. T.—"Fair," R. W. Johnson.—"Badly constructed, as there are a number of unnecessary pieces in each variation," J. H. S.—"Not difficult, and Black is weak, but otherwise a most beautiful problem, rich in variety, and apparently free from any flaw," J. P. Taylor.—"Passable," W. J. N. Brown.

No. 775, by A. CYRIL PEARSON.—"Exceedingly neat and pretty," W. Nash.—"A perfect specimen of finished construction," H. J. C. Andrews.—"A pretty little stratagem," S. H. T.—"Pretty and good," R. W. Johnson.—"Easy, but interesting," J. H. S.—"The first variation is charming, but altogether it seems to me hardly up to the Rev. gentleman's deservedly high repute. Also could not the Kt on K sq be taken off, and a P on K 2nd put on with advantage," J. P. Taylor.—"A fair problem, with, however, rather an obvious first move," W. J. N. Brown.

No. 776, by J. PIERCE.—"Unsound," W. Nash.—"Simple as they may look, the first move is unusually puzzling," H. J. C. Andrews.—"This, next to 777, is perhaps the best of the two movers. Construction is good, and solution interesting," S. H. T.—"A pair with the preceding," R. W. Johnson.—"One of the most difficult of the two movers," J. H. S.—"First variation very elegant, and of great purity; also the second. Altogether I like this much," J. P. Taylor.—"Two solutions. The second solution can be stopped by adding a B P on Q Kt 2," W. J. N. Brown.

No. 777, by GEORGE J. SLATER.—"A beautiful problem, the best in the number," W. Nash.—"Remarkable for duals, which might have been avoided without detriment to the problem," H. J. C. Andrews.—"By far the best on the page, in my opinion," S. H. T.—"An excellent problem, the best of the two movers," R. W. Johnson.—"As difficult, though not so neat, as 776," J. H. S.—"This, though looking crowded and ugly, with its two pairs of doubled Black Pawns, is still a wonderful position, and to me was not easy to solve. An apparent solution by B to B 8 (only to be stopped by R to B 2) will, I fancy, be sent you by some of your correspondents," J. P. Taylor.—"Good and perfectly correct. Two other solutions being cleverly avoided," W. J. N. Brown.

NOTE.—The Solution Tourney awards will be made next month.—ED. W. P.

SOLUTIONS OF PROBLEMS.

No. 765.

WHITE.	BLACK.
1 B to K 5	1 Kt to K B 4
2 R to K 4 (a)	2 Aught
3 Mates accordingly	

(a) White may also, as Messrs. Andrews and Thomas point out, play 2 B to R 6, a dual, which is practically a second solution of the Problem.

No. 766.

1 Q to K B 2 ch	1 K takes Kt
2 Q to Q Kt 2 ch	2 R to Q 5
3 Kt to K B 6 ch	3 Aught
4 Q or Kt mates	

No. 767.

WHITE.	BLACK.
1 Kt to K sq (a)	1 P to K 6
2 B to R sq	2 P to B 3
3 Kt to Kt 2	3 K to K 5
4 Kt to R 4 mate	

(a) Messrs. Andrews, Brown, Johnson, and Thomas point out that White can also play 1 Kt to R 2.

No. 768.

This Problem has been solved by all our correspondents by 1 Kt takes B double check, &c. We withhold the author's solution until we have had an opportunity of communicating with him.

No. 769.

WHITE.	BLACK.
1 R to K 5	

No. 770.

1 B takes P at Kt 5

No. 771.

1 B to K 7

No. 772.

1 Q to Q Kt 2

Messrs. Johnson, Brown and Taylor show also 1 Q to Kt 4 ch.

No. 773.

1 Kt to B 7

No. 774.

WHITE.	BLACK.
1 Q to K B 2	

No. 775.

1 Q to Q R 4

No. 776.

1 B to Kt 7

Messrs. Brown, Johnson, and Nash show also 1 R takes Kt (place a Black Pawn at Q Kt 2).

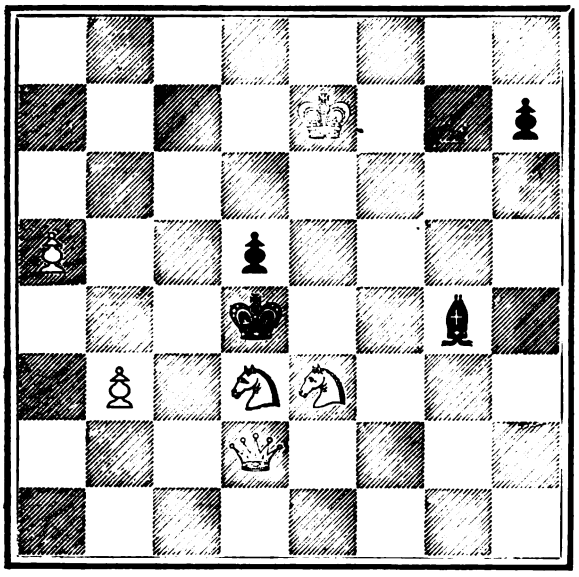
No. 777.

1 B to K 7

PROBLEMS.

PROBLEM No. 778.—By CONRAD BAYER.

BLACK.

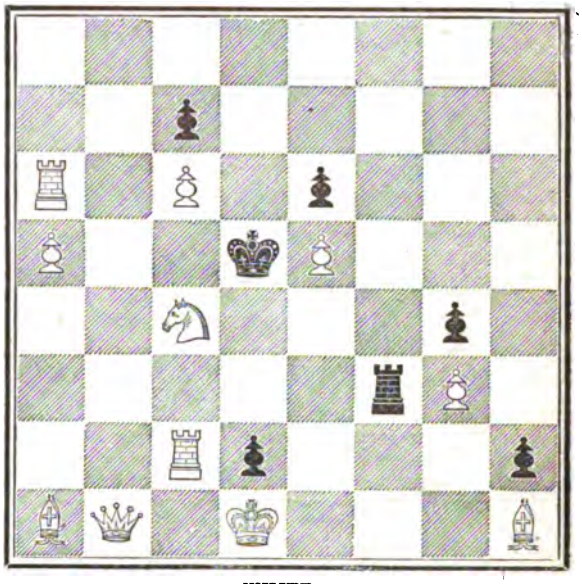


WHITE.

White to play and mate in four moves.

PROBLEM No. 779.—By F. HEALEY.

BLACK.



WHITE.

White to play and mate in two moves.

No. 780.—By W. MEREDITH.

BLACK.

WHITE.

White to play and mate in three moves.

No. 781.—By C. CALLANDER.

BLACK.

WHITE.

White to play and mate in three moves.

No. 782.—By J. PIERCE, Bedford.

BLACK.

WHITE.

White to play and mate in four moves.

PROBLEMS.

(From Pierce's "Collection of English Chess Problems.")

Problem No. 783.—By H. J. C. Andrews.

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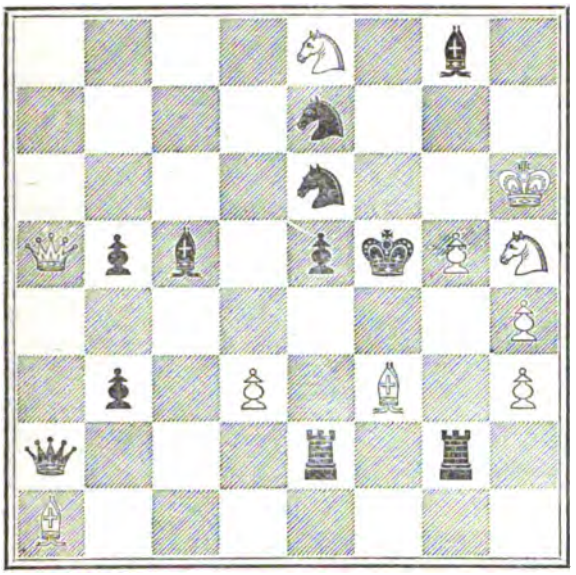

WHITE.

White to play and mate in four moves.

Problem No. 784.—By J. G. Campbell.

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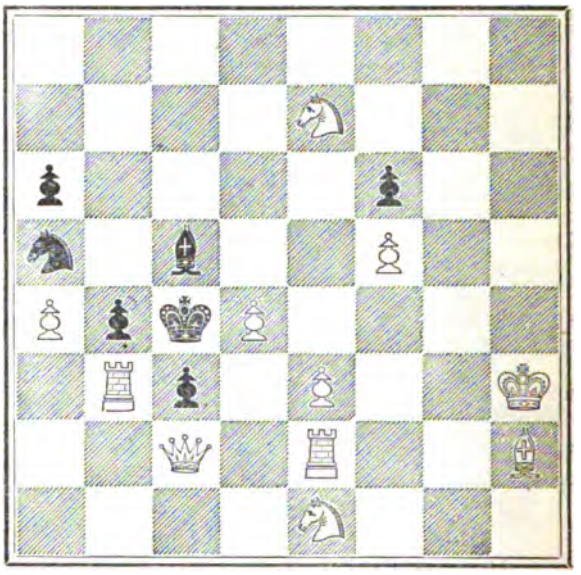


WHITE.

White to play and mate in four moves.

No. 785.—By W. T. Pierce.

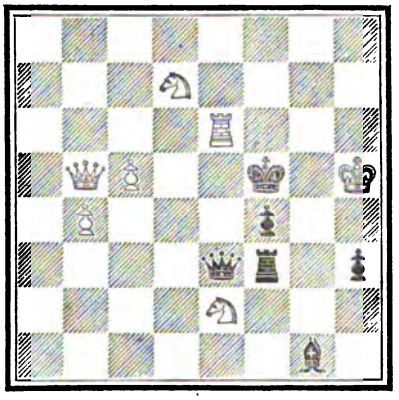
BLACK.

WHITE.

White to play and mate in three moves.

No. 786.—By J. Menzies.

BLACK.



WHITE.

White to play and mate in three moves.

No. 787.—By P. T. Duffy.

BLACK.

WHITE.

White to play and mate in four moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 157.

We have the pleasure this month of completing the publication of the series of games contested in 1858 between Mr. Morphy and Mr. Boden. The following game, hitherto unpublished, was played between these eminent masters, at Mr. Boden's Chambers, in Thavies Inn, on the evening of the 9th July 1858. The Rev. S. W. Earnshaw, to whom we are indebted for it, was present on the occasion, and recorded the moves.

White. Mr. BODEN.	Black. Mr. MORPHY.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 P to Q 3
3 P to Q 4	3 P to K B 4
4 B to Q B 4 (a)	4 Q Kt to B 3 (b)
5 Q P takes P (c)	5 Q P takes P (d)
6 Q takes Q ch	6 Kt takes Q
7 Castles (e)	7 P takes P (f)
8 Kt takes P	8 K Kt to B 3
9 R to K sq	9 B to Q 3
10 P to B 4	10 B to K 3
11 Q Kt to B 3 (g)	11 Castles (h)
12 Kt takes P	12 B takes Kt
13 P takes B (i)	13 Kt to Q 2 (k)
14 Kt to Q 2	14 R to B 4
15 B takes B ch	15 Kt takes B
16 Kt to B 3	16 R takes Kt (l) (A)
17 P takes R	17 Kt to Q 5
18 B to B 4 (m) (B)	18 Kt tks K B P ch
19 K to Kt 2	19 Kt takes R ch
20 R takes Kt	20 R to K sq
21 R to Q sq	21 Kt to B sq (n) (C)
22 K to B 3	22 Kt to Kt 3
23 K to K 4	23 Kt takes B
24 K takes Kt	24 K to B 2
25 P to K R 4	25 K to K 3
26 K to K 4	26 R to K B sq
27 R to K Kt sq	27 P to K Kt 3
28 P to R 5 (o)	28 P takes P
29 R to Kt 7	29 R to B 2
30 R to Kt 5	30 R to B 7
31 R takes P	31 R takes P
32 R to R 6 ch	32 K to K 2
33 R takes P ch	33 K to K 3
34 R to R 6 ch	34 K to K 2 (p)
35 R to R 7 ch	35 K to K 3

Drawn.

NOTES BY J. H. ZUKERTORT.

(a) Besides the move in the text, 4 Q P takes P, and 4 Kt to B 3 give to the first player the superior game. I demonstrated the soundness of the latter move in this opening in the *Neue Berliner Schachzeitung*, August and September 1867, and it is approved by Von der Lasa, in the 5th edition of the "Handbuch."

(b) If 4 Q P takes P, White gets a winning attack by 5 Kt takes P.

(c) The same move was chosen by Lowenthal and Medley, playing in consultation against Morphy and Mongredien. The "Handbuch" gives here as the strongest combination 5 Kt to Kt 5, 5 Kt to R 3, 6 P to Q 5, 6 Kt to K 2, 7 Kt to Q B 3, 7 P to B 3, 8 P to B 4, 8 B P takes P, 9 K P takes P, 9 P to K 5, 10 B to Kt 5 ch, 10 B to Q 2, 11 Kt to K 6.

(d) If 5 B P takes P, White wins a Pawn, with a fine position, by 6 Q to Q 5, 6 Q to Q 2 [6 Q to K 2, 7 B to K Kt 5], 7 Q takes K P.

(e) In the consultation game just mentioned, White played here Kt takes P, which move is rightly condemned, I think, by Suhle and Neumann in the "Neueste, Theorie und Praxis," and instead, proposed 7 P takes P. The following course seems to me the strongest:—

7 P takes P	7 P to K 5
8 Kt to Kt 5	8 B takes P
9 Castles	9 Kt to K B 3
10 R to K sq	

and White must win the isolated Pawn.

(f) Instead of giving unqualified praise to everything that Morphy plays, which was the custom with most of the analysers of his games, I may point out that this move must lead to the loss of a Pawn, without any recompense in position, whilst 7 B to Q 3 would preserve the numerical equality, e.g.

	7 B to Q 3
8 P takes P	

(Necessary to prevent 8 P to B 5.)

	8 B takes P
9 B to Kt 3	9 Kt to K 2
10 R to K sq	10 Q Kt to B 3

If then 11 Kt to Kt 5 11 P to K R 3
12 Kt to B 7

(12 Kt to K 6, 12 B takes Kt, 13 B takes B, 13 Kt to Q 5.)

	12 R to K B sq

(g) White should play here 11 Kt to Q 2, which must win the isolated Pawn, e.g.:—

11 Kt to Q 2	11 P to K 6
12 Q Kt to B 3	

(h) Why not 11 B to Q Kt 5?

(i) Very finely played, and much better than 13 B takes B ch, 13 Kt takes B, 14 P takes B.

(k) After 13 B takes B, 14 P takes Kt, Black dare not take the Pawn, on account of 14 P takes P, 15 B to R 6, 15 R to B 2, 16 Kt to Q 6.

(l) A very ingenious, and, if not strictly sound resource, certainly the most promising continuation to recover the lost ground.

(m) Mr. Boden could preserve the exchange by 18 R to B sq, and whether Black proceeds with 18 K Kt takes P, or 18 Kt takes Q B P, White should emerge with a winning game, e.g.:—

18 R to B sq	18 K Kt takes P (or A)
19 P to K B 4	19 Kt takes Q B P
20 R to Kt sq	20 Kt to B 5

(If any other move, White replies 21 B to Q 2.)

21 P to Kt 3

A

	18 Kt takes Q B P
19 R to Kt sq	19 Kt takes P
20 B to B 4	

(n) If 21 Kt takes P, White replies with 22 R to K sq.

(o) The ending is very well played by Mr. Boden, who has to fight against the disadvantage that his Pawns are broken up.

(p) There is no escape from the draw. If 34 K to Q 2, then:

35 R to R 7 ch	35 K to B 3
36 R to R 6 ch	36 K to B 4
37 R to R 7	37 K to Kt 3
38 P to K 6	38 R takes P
39 P to K 7	39 R to K 7 ch

(If R takes P, then 40 R to R 6 ch, and 41 R to K 6.)

40 K to Q 5	40 K to R 4

(To prevent 41 R to R 6 ch, and 42 R to K 6.)

41 P to R 4	41 R to K 8

(There is nothing else to be done.)

42 R to B 7

and the game is clearly drawn.

NOTES BY MR. BODEN.

(A) A brilliant stroke to recover the Pawn, but, as will be seen from our next note, not perfectly sound.

(B) K to B 2 would have been a better move. Suppose—

18 K to B 2	18 Kt takes Q B P
19 R to Q sq	19 Kt takes K P
20 B to B 4	20 Kt takes R
21 B takes Kt	21 Kt to B 7

22 R to Q 7, with the better game.

(C) Plainly he cannot take the K P with Kt, because of White's rejoinder,—R to K sq.

The following are the Games played in the late match between Herr Steinitz and Mr. Blackburne. These games have already appeared in *The Field*.

GAME 158.

Ruy Lopez.

White. W. Steinitz.	Black. J. H. Blackburne.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 P to Q 3	5 P to Q 3
6 P to B 3 (a)	6 B to K 2 (b)
7 P to K R 3	7 Castles
8 Q to K 2	8 Kt to K sq (c)
9 P to K Kt 4*	9 P to Q Kt 4
10 B to B 2	10 B to Kt 2 (d)
11 Q Kt to Q 2	11 Q to Q 2
12 Kt to B sq	12 Kt to Q sq
13 Kt to K 3	13 Kt to K 3 (e)
14 Kt to B 5 [1st hour.]	14 P to Kt 3 (f)
15 Kt takes B ch	15 Q takes Kt
16 B to K 3	16 K Kt to Kt 2 (g) [1st hour.]
17 Castles Q R	17 P to Q B 4
18 P to Q 4 (h)	18 K P takes P
19 P takes P	19 P to B 5 (i)
20 P to Q 5 (k)	20 Kt to B 2
21 Q to Q 2	21 P to Q R 4
22 B to Q 4	22 P to B 3
23 Q to R 6	23 P to Kt 5
24 P to Kt 5	24 P to B 4
25 B to B 6	25 Q to B 2
26 P takes P	26 P takes P (l)
27 P to Kt 6 (m)	27 Q takes P
28 B takes Kt	28 Q takes Q ch
29 B takes Q	29 R to B 3
30 K R to Kt sq ch	30 R to Kt 3 [2nd hour.]
31 B takes P [2nd hour]	31 K to B 2
32 B takes R ch	32 P takes B
33 Kt to Kt 5 ch	33 K to Kt sq
34 K R to K sq	Resigns.

(a) This novelty seems sound. White's Bishop is very powerful in the middle game, whilst the adverse Knight's prospects are not good.

(b) An inferior reply, 10 P to K Kt 3, followed by B to Kt 2, was better; 10 B to Kt 5 would have developed Black's game. 10 B to Q 2, followed by P to K Kt 3, and B to Kt 2 seems also good.

(c) Loss of time, it is evident that the intended advance of the K B P will be prevented. Black should try to break up the centre Pawns, begining with 8 R to K sq.

(d). This variation of the Ruy Lopez came in vogue in 1862, after the Anderssen-Paulsen match. The latter gentleman, playing the defence, chose the same square for his Bishop, but he had invariably to bring it back to its original square. This does not happen in the present case, but the Bishop remains equally inactive.

(e) 13 P to Kt 3 is unsatisfactory, on account of the reply 14 P to K R 4.

(f) I prefer here 14 B to Q sq, followed by 15 P to Q B 4.

(g) A move of this kind should only be played when forced. Was it made for attack or defence? 16 P to Q B 4 was better.

(h) Necessary to stop the advance on the adverse Queen's flank.

(i) After this injudicious advance, the game may be considered as decided. Mr. Blackburne rightly points out that he should have played here

19 P to Q 4

and the note in the *Field* (by Mr. Steinitz, endorsed by Mr. Blackburne) proceeds with "20 P to K 5, 20 P to B 5, 21 P to K R 4," after which, I think, Black's game is equally defenceless as after the course actually adopted. But I propose instead:—

20 P to K 5	20 Q R to B sq

and White cannot obtain the slightest advantage by any attacking continuation, as may be shown by the following variation:—

21 P takes P (or A)	21 P to Q 5
22 B takes P	22 Kt takes B
23 R takes Kt	23 Q takes P
24 R to Q 2	24 Kt to K 3
25 K R to Q sq best	25 B takes Kt
26 Q takes B	26 Q takes K P
27 K to Kt sq	27 K R to Q sq

And the game ought to result in a draw.

A.

21 P to K R 4	21 P takes P
22 Kt takes P	22 Kt takes Kt
23 B takes Kt	23 Kt to K 3
24 P to R 5	24 R to B 5
25 Q to K 3	25 Kt takes B
26 R takes Kt	26 Q to B 4
27 R takes R	

(If 27 R to Q 2, Black wins by 27 P to Q 5.)

	27 Q takes Q ch
28 P takes Q	28 Q P takes R

and Black has the superior game. White, therefore, must adopt a defensive line of play, *e.g.*, 21 K to Kt sq, which may be followed up by:—

	21 P takes P
22 Kt takes P	22 Kt takes Kt
23 B takes Kt	23 Kt to K 3
24 B to Kt 3	24 K R to K sq

and the only advantage which White can claim is the weakness of the adverse Q P.

(k) Mr. Steinitz has now a winning position, and he does not fail to make the most of it. By a few powerful strokes the adversary's game is shattered to pieces. The play of White all through the game is one of the best specimens of modern Chess.

(l) If 26 Kt takes P, then:

27 B takes Kt	27 P takes B
28 P to Kt 6	28 Q takes P

[If 28 P takes P, 29 ~~Kt to Kt 5~~].

29 K R to Kt sq	29 R takes B
30 Kt to R 4	

(m) The coup de grace, and much stronger than the move 27 Kt to R 4, advocated in the notes in the *Field*, and followed up there by 27 Kt takes P, 28 R takes Kt, 28 B takes R, 29 Kt takes P, 29 Kt takes Kt, 30 B takes Kt, forcing the game; 27 Kt to R 4 would have won the game, but not so quickly as the move in the text, which may be proved by the following continuation:—

27 Kt to R 4	27 Q Kt to K sq

[Much better than the defence given by Mr. Steinitz. Disastrous would be 27 B to B sq, on account of 28 P to Kt 6, 28 P takes P, 29 Kt takes Kt P, 29 Q takes B, 30 Q to R 8 ch, 30 K to B 2, 31 Q takes R ch, 31 K takes Kt, 32 K R to Kt sq ch].

28 Kt takes P	28 Kt takes B
29 P takes Kt	

[29 Kt to K 7 ch leads to nought; after 29 Q takes Kt, 30 P takes Kt, 30 R takes P, 31 Q takes P ch, 31 K to B 2].

	29 Q takes P
30 Q takes Q	30 R takes Q
31 K R to Kt sq	31 R takes Kt
32 B takes R	

and White won the exchange, whilst the move played wins a piece.

GAME 159.

Scotch Gambit.

White. J. H. Blackburne.	Black. W. Steinitz.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 Q to R 5
5 Kt to Kt 5	5 B to Kt 5 ch
6 B to Q 2	6 Q takes K P ch
7 B to K 2	7 K to Q sq
8 Castles	8 B takes B
9 Q takes B (a)	9 Kt to B 3 (b)
10 Q Kt to B 3	10 Q to K 4
11 K R to K sq	11 P to Q R 3
12 Kt to R 3	12 Q to Q 5
13 Q to Kt 5	13 R to K Kt sq [1st hour]
14 Q R to Q sq	14 P to R 3
15 Q to Kt 3	15 Q to K 4
16 Q to R 4	16 Q to K Kt 4
17 Q to Q B 4 [1st hour]	17 Kt to K 4
18 Q to Q Kt 4	18 Kt to B 3 (c)
19 Q to Kt 3	19 R to B sq
20 Kt to B 4	20 P to Kt 4 (d)
21 B to B 3 (e)	21 B to Kt 2
22 Kt to Q 5	22 R to Q Kt sq (f)
23 Q to R 3	23 R to Kt sq (g)
24 Kt to K 5 (h)	24 Kt takes Kt
25 Q to K 7 ch	25 K to B sq
26 R takes Kt	26 Kt takes Kt
27 Q takes B P	27 Q to Q sq
28 B takes Kt	28 B takes B
29 K R takes B (i) [2nd hour]	29 P to Q 3
30 K R to Q 3 (k)	30 Q to K sq
31 Q to Q 5	31 R to B sq [2nd hour]
32 Q to Q 4	32 R to B 3 (l)
33 R to K 3	33 Q to B 3
34 Q R to K sq	34 K to Kt 2
35 R to Q B 3	35 Q to Q 2
36 K R to K 3	36 Q R to K B sq
37 P to K B 3	37 Q R to B 2
38 R to K 3	38 Q to B 3
39 P to B 3	39 R to B 4 (m)
40 K R to K 7	40 R to Q 4
41 Q to K R 4 (n) [3rd hour]	41 Q to B 4 ch
42 K to B sq	42 P to Kt 4
43 Q to K 4	43 R takes R
44 Q takes R	44 R to Q 7
45 R to K 2	45 R to Q 8 ch
46 R to K sq	46 Q to B 5 ch [3rd hour]
47 Q to K 2	47 R takes R ch
48 K takes R	48 Q takes R P
49 Q to K 4 ch	49 P to Q 4
50 Q to B 2	50 Q to B 5
51 Q to Q 2	51 P to Q R 4
52 P to K Kt 3	52 P to Kt 5
53 P to B 4	53 P takes K B P
54 P takes B P	54 P takes P
55 P takes P	55 P to R 5
56 K to Q sq	56 P to R 6
57 K to B sq	57 K to B 3 (o)
58 K to Kt sq	58 Q to Kt 6 ch
59 K to R sq	59 K to Q 3
60 Q to B sq	60 K to K 2
61 Q to Q 2	61 K to B 2
62 Q to B sq	62 P to B 4
63 Q to Q 2	63 K to B 3
64 Q to B sq	64 K to B 4
65 Q to Q 2	65 Q to Kt 7 ch
66 Q takes Q	66 P takes Q ch
67 K takes P	67 K takes P
Resigns.	

(a) Inferior to the usual continuation, 9 Kt takes B.

(b) Mr. Steinitz does not treat the opening well. A stronger line of play is chosen by him in the fourth game of the match.

(c) This and the preceding move were played evidently to gain time.

(d) This move is not satisfactory, but just as good, I think, as 20 Q to Q B 4, advocated instead, by Mr. Steinitz, in the *Field*. After 20 Q to Q B 4, White obtains a winning attack by—

21 B to B 3	21 Kt to Q 5
22 R takes Kt	22 Q takes R
23 Kt to K 5	

(e) Mr. Blackburne conducts this part of the game in beautiful style. Each move comprises a whole combination.

(f) 22 K to B sq, as pointed out by Mr. Steinitz, was much better.

(g) 23 R to R sq was considered at the time to be better, but then White should obtain a winning end game by:

24 R to K 5	24 P to Kt 5

(24 Kt takes R or 24 Q to R 5, see note f)

25 R takes Q	25 P takes Q
26 R takes P	26 Kt takes Kt
27 B takes Kt	27 P takes P
28 B takes P	28 Kt to Kt 5
29 B to K 6	29 B to B 3
30 Kt takes P	30 P to Q 3
31 B to Kt 3	

(h) This move, properly followed up, should win. Mr. Blackburne contends that he could force the game here by 24 R to K 5, an opinion shared by Mr. Steinitz and other analysts. He gives the variations:

24 R to K 5	24 Kt takes R (or X)
25 Q to K 7 ch	25 K to B sq
26 Kt to Kt 6 ch	26 P takes Kt
27 Kt takes P ch	27 K to B 2
28 Q to Q 6 ch	28 K to Q sq
29 Q takes R ch, &c.	

X.

	24 Q to R 5
25 Kt takes Kt	25 Q takes Kt at B 3

(If 25 P takes Kt at B 3, 26 R to K 4.)

26 K R to Q 5	26 P takes Kt
27 R takes P ch	27 K to K sq best
28 R takes Q B P, &c.	

It is overlooked, however, that Black could emerge, after a series of exchanges, with at least an even game, by:

	24 P to Kt 5
25 R takes Q	25 P takes Q
26 Kt takes Kt	26 P takes R
27 Kt takes R	27 P takes P
28 Kt takes P	

(If 27 R to K sq, 27 Kt to Q 5.)

27 Kt to K 4

(Black may play at once 27 K to K sq.)

28 B takes B	28 R takes B
29 Kt to R 4	29 K to K sq
30 R to K sq	30 P to Q 3

(Better than 30 K to B sq, 31 P to K B 4, winning a Pawn, with a fine position.)

31 P to R 4	31 K to B sq
32 P takes P	32 K takes Kt

(i) Why not 29 Q R takes B, 29 P to B 3? (If 29 P to Q 3, 30 R to K 7.)

30 R to Q sq best	30 R to Kt 2
31 R to K 7	

and Black's game is hopelessly confined.

(k) Mr. Hoffer pointed out that White could win here by:

30 Q to K 6 ch	30 K to Kt 2
31 R takes P	31 P takes R
32 R takes P	

and Black must give up the Queen, leaving the opponent with a Queen and two Pawns against two Rooks. After the move actually played, the game may be considered equalised. It was here adjourned for dinner.

(l) Black here offered a draw, which ought to have been accepted.

(m) The first step of a very finely planned manœuvre.

(n) 41 Q to B 2 was the proper move. Mr. Blackburne was very hard pressed for time. He had to make 5 moves in the 5 minutes' grace stipulated in the conditions of the match, as his 3rd hour was just exhausted.

(o) Threatening, 58 Q to B 8 ch, 59 K to B 2, 59 P to R 7. The following advance of his Black majesty wins in an easy and portly way.

GAME 160.

Allgaier Gambit.

White. W. Steinitz.	Black. J. H. Blackburne.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 Kt to K B 3	3 P to K Kt 4
4 P to K R 4	4 P to Kt 5
5 Kt to K 5	5 Kt to K B 3
6 B to B 4	6 P to Q 4
7 P takes P	7 B to Kt 2
8 P to Q 4	8 Castles
9 B takes P	9 Kt takes P
10 B takes Kt	10 Q takes B
11 Castles	11 P to Q B 4 (a)
12 Kt to Q B 3 (b)	12 Q takes P ch
13 Q takes Q	13 P takes Q
14 Kt to Q 5	14 Kt to B 3
15 Kt takes Kt	15 P takes Kt
16 Kt to K 7 ch	16 K to R sq
17 Kt takes P	17 B to Kt 2
18 Kt to K 5	18 Q R to B sq
19 R to B 2	19 B to K 5 [1st hour]
20 R to Q sq [1st hour]	20 P to B 4
21 Kt to Q 3 (c)	21 K R to K sq
22 R to K 2	22 K to Kt sq
23 Kt to K sq (d)	23 K to B 2
24 B to Kt 3	24 R to K 3
25 B to B 2	25 B takes B P (e)
26 R takes R	26 B takes R
27 R to Q 6 (f)	27 K to K 2 (g)
28 R to Q R 6	28 R to B 2
29 K to B sq	29 R to Q 2 [2nd hour]
30 R to R 3 [2nd hour]	30 K to K 3
31 Kt to Q 3 (h)	31 B to B sq
32 R to R 5	32 B to B 7
33 K to K 2	33 K to B 3 (i)
34 R to R 6 ch (k)	34 K to Kt 2
35 R takes P	35 R takes R
36 B takes P ch	36 K to B 2 (l)
37 B takes R	37 B to Q 3
38 B to K 3	38 K to K 3
39 K to Q 2	39 B takes Kt
40 K takes B	40 K to Q 4
41 P to R 4	41 P to B 5
42 B to B 2	42 P to Kt 6
43 B to Kt sq	43 B to Kt 5
44 K to K 2	44 B to R 4
45 K to B 3	45 K to B 5
46 K takes P	46 B to B 2 ch
47 K to Kt 5	47 B to Q sq ch
48 K to Kt 4	48 B to B 2
49 B to K 3	49 B to K 4
50 P to Q R 5	50 K to Kt 4
51 P to Kt 4	51 B to Q 3
52 B to B 5	52 B to K 4
53 K to B 5	53 B to B 6
54 P to K R 5	54 K to R 3
55 K to K 6	[3rd hour]

And after some more moves Black resigned.

(a) The Handbuch advocates here Kt to B 3.

(b) This is not a novelty, it is mentioned in the Schachzeitung of 1869 and in the Handbuch.

(c) If 21 R takes P, 21 K R to K sq, and Black wins the exchange.

(d) I do not think this retreat necessary.

(e) Very well played; White could not prevent this capture by playing on his 25th move K to B sq, as asserted by Mr. Steinitz in his notes.

(f) 27 R to Q R 6, at once, was the right rejoinder, the move in the text should lose.

(g) Black overlooks that 27 B to K 4 (threatening 28 P to Kt 6) would win the exchange and the game.

(h) The game was here adjourned. Black is a Pawn ahead, but I do not think that this numerical superiority is decisive in this position.

(i) This and the next move of Black can but be explained only as arising from physical exhaustion.

(k) White equally does not seem to be in best form.

(l) The game is lost, whatever may be played, but 36 K to Kt 3, followed up by 37 K to R 4, presented more chances.

GAME 161.

Scotch Gambit.

White. J. H. Blackburne.	Black. W. Steinitz.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 Q to R 5
5 Kt to Kt 5	5 B to Kt 5 ch
6 B to Q 2	6 Q takes K P ch
7 B to K 2	7 K to Q sq
8 Castles	8 B takes B
9 Q takes B	9 P to Q R 3
10 Q Kt to B 3	10 Q to K 4
11 Kt to R 3	11 P to Q Kt 4
12 B to B 3	12 K Kt to K 2
13 Q R to Q sq	13 Q to K B 4 (a)
14 K R to K sq	14 R to Q Kt sq [1st hour]
15 Q to K 2 (b)	15 P to Q 3
16 Kt to K 4 [1st hour]	16 B to Q 2
17 Q to K 3	17 P to B 3
18 P to K Kt 4 (c)	18 Q to Kt 3
19 Kt takes Q P (d)	19 P takes Kt
20 R takes P	20 K to B 2
21 B takes Kt	21 Kt takes B
22 Q to Kt 3	22 K to B sq
23 K R to Q sq (e)	23 R to Kt 2
24 Q to Kt 2	24 Kt to Kt sq (f)
25 R to Q 4	25 P to K R 4
26 Q to Q 5	26 Q to Kt 4
27 Q takes Q	27 Q takes Q
28 R to K Kt 6	28 B takes P
29 R takes P at Kt 5	29 R to K sq
30 K to Kt 2 [2nd hour]	30 R to K B 2
31 P to R 3	31 B to Q 2 (g) [2nd hour]
32 K to Kt 3	32 R to K 7
33 R takes R P	33 K R takes K B P
34 R to B 5 ch	34 Kt to B 3 (h)
35 R to Q 3	35 K to B 2
36 Kt to Kt sq	36 K to Kt 3
37 R fr B 5 to Q 5	37 Kt to Kt sq
38 Kt to Q 2	38 B to B 3
39 Kt to K 4	39 R to K 7
40 Kt to B 3	40 R takes P
41 R to Q 2	41 R takes Kt
42 P takes R	42 B takes R
43 R takes B	43 R to Q B 2
44 R to Q 3	44 Kt to B 3
45 K to B 4	45 R to B 2 ch
46 K to K 4 [3rd hour]	46 R to B 7
47 P to R 3	47 R to Q R 7
48 P to B 4	48 P takes P
49 R to K Kt 3	49 R to Q 7
50 R takes P	50 R to Q 5 ch
51 K to B 5	51 P to B 6
Resigns.	

(a) If P to Kt 5, White obtains a winning attack with 14 Kt to Q 5.

(b) Q to K 3, at once, saves a move.

(c) Black threatened Kt to K 4, but White should rather lose time by adopting a defensive stratagem than try to keep up the attack by this ruinous advance.

(d) This sacrifice is unsound, but White's position is so compromised that he cannot afford to give the opponent time for a counter attack.

(e) If 23 K R to K 6, the game might proceed with 23 R to Kt 3, 24 R to K 7, 24 Kt takes R, 25 R takes R, 25 Kt to B 3, 26 R takes R P, 26 K to Kt 2.

(f) Black's position defies now any attack, and his numerical superiority must win easily.

(g) 31 B to B 6 ch, 32 K to Kt 3, 32 B to B 3 was better.

(h) Shear loss of time: 34 B to B 3 would win much sooner.—See Black's 37th and 38th moves.

GAME 162.

Vienna Opening.

White. W. Steinitz.	Black. J. H. Blackburne.
1 P to K 4	1 P to K 4
2 Kt to Q B 3	2 Kt to K B 3
3 P to B 4	3 P to Q 4
4 P to Q 3	4 B to Q Kt 5
5 P takes K P	5 Kt takes P (a)
6 P takes Kt	6 Q to R 5 ch
7 K to K 2	7 B takes Kt
8 P takes B	8 B to Kt 5 ch
9 Kt to B 3	9 P takes P
10 Q to Q 4 (b)	10 B to K R 4
11 K to K 3 (c)	11 B takes Kt
12 B to Kt 5 ch (d)	12 P to B 3
13 P takes B	13 P takes B
14 Q takes K P	14 Q to R 3 ch
15 K to B 2 [1st hour]	15 Q to Q B 3
16 Q to Q 4	16 Kt to R 3 (e)
17 B to R 3	17 P to Kt 5 (f) [1st hour]
18 B takes P	18 Kt takes B
19 Q takes B	19 R to Q B sq
20 Q R to Q Kt sq	20 P to Q Kt 3
21 R to Kt 3	21 R to Q sq
22 R to K sq	22 R to Q 4
23 R to K 4	23 Q to R 3 (g)
24 P to K R 4	24 P to K Kt 4 (h)
25 P to K 6	25 B P takes P
26 Q to R 4 ch	26 K to K 2 (i)
27 Q takes P ch	27 R to Q 2
28 Q takes P	28 R to Q B sq [2nd hour]
29 Q to K 3	29 K to B 2
30 R to Kt 5	30 K R to Q sq
31 R takes P	31 R to Q 7 ch
32 K to Kt 3	32 R to Q 3
33 R to B 4 ch (k) [2nd hour]	33 K to K 2
34 Q to K 5	34 R to Q 4
35 R to Kt 7 ch	35 K to K sq
36 Q to B 6	36 Q takes Q
37 R takes Q	37 K R to Q 3
38 R takes P	38 R to B 4
39 R to Kt 6	39 K to B sq
40 P to R 5	40 R fr Q 3 to Q 4
41 R takes P	41 R takes R P
42 R takes R	42 R takes R (l)
43 P to R 4	43 R to Q B 4
44 R to K 3	44 R to B 5
45 K to B 2	45 K to B 2
46 K to K 2	46 K to B 3
47 K to Q 3	47 R takes R P
48 P to Q B 4	48 R to R 8
49 P to B 5	49 R to R 5
50 R to K 4	50 R to R 8
51 K to B 4	51 R to R 5 ch
52 K to Q 5	52 R to R 6
53 P to B 6	Resigns.

(a) C'est beau, mais ce n'est pas la guerre. An early sacrifice against a fairly developed position must be unsound on principle.

(b) Well played; Black, now, cannot capture the Knight with the Pawn, without losing, afterwards, his Bishop.

(c) A fine move, and much superior to K to Q 2. Black's short-lived attack is now over.

(d) If 12 P takes B, Black draws by perpetual check at K 8 and R 5.

(e) If 16 Kt to Q 2, White proceeds with 17 K R to Kt sq, 17 Castles Q R, 18 R takes P, 18 Kt to Kt 3, 19 Q to K Kt 4 ch, 19 K to Kt sq, and White may capture a second Pawn. Black had, in this line of play, many chances of an attack; and it would, therefore, suit Mr. Blackburne's style better than the line adopted.

(f) Necessary to prevent White from planting his Bishop at Q 6.

(g) 23 R to B 4, enabling Black to Castle, offered better chances to draw.

(h) Suicidal; Black's Queen is blocked now, and White has, therefore, every opportunity to carry the game by immediate assault. 24 Q to B 8 was the only move.

(i) If 26 R to Q 2, White forces the game, as Mr. Steinitz points out in the *Field*, by 27 R to Q 4, 27 Q to Kt 2, 28 R takes P, 28 P takes R, 29 Q to R 8 ch, 29 K to K 2, 30 R takes R ch, 30 K to B 3 [30 K takes R, 31 Q to Kt 7 ch], 31 P takes P ch.

(k) 33 K R to K Kt 4 would force the game in a few moves.

(l) The following ending is more pleasant for White than interesting to the reader.

GAME 163.

Scotch Gambit.

White. J. H. Blackburne.	Black. W. Steinitz.
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 Q to R 5
5 Kt to Kt 5	5 B to Kt 5 ch
6 B to Q 2	6 Q takes K P ch
7 B to K 2	7 K to Q sq
8 Castles	8 B takes B
9 Q takes B	9 P to Q R 3
10 K Kt to R 3 (a)	10 Q to Q 5
11 Q to Kt 5 ch	11 Q to B 3
12 Q to Q 2	12 Q takes Kt P
13 Kt to B 4	13 Q to Q 5
14 Q to B sq	14 K Kt to K 2 (b)
15 Q Kt to Q 2	15 P to Q 3
16 R to Q sq	16 B to K 3
17 Q to R 3	17 Kt to Q 4
18 Kt to Kt 3 (c) [1st hour]	18 Q to B 6
19 B to B sq (d)	19 K Kt to Kt 5
20 Kt to K 3	20 R to K sq [1st hour]
21 R to Q 2 (e)	21 B takes Kt
22 Q R to Q sq	22 R takes Kt (f)
23 P takes R	23 Kt takes B P
24 Q to B sq	24 Q takes P ch
25 K to R sq	25 B to R 5
26 B to B 4	26 K Kt to Q 5
27 R to K sq	27 Q to B 5
28 R to B sq	28 Q to R 3
29 Q to Kt 2 [2nd hour]	29 Q to K 6
30 B takes B P	30 B to Kt 4
31 Q R to Q sq	31 Kt to B 4 (g) [2nd hour]
32 P to Q R 4 (h)	32 Kt to K 4
33 P takes B	33 Kt takes B
34 R to K 2	34 Q to R 3 (i)
35 Q to Kt 3	35 P takes P
36 P to Kt 4	36 Kt to Q 5 (k)
37 R takes Kt	37 R to R 8 ch
38 K to Kt 2	38 Q to B 3
39 Q R to K 4	39 Kt to K 4
40 R to K B 2	40 Q to Kt 3
41 Q R to K B 4 (l)	41 P to B 3
42 Q to K 3	42 K to B 2
43 P to R 3	43 P to R 4
44 R to B 5	44 P takes P
45 R to Kt 5 [3rd hour]	45 P takes P ch
46 K to R 2	46 R to R 6 (m)
47 Q takes Kt	47 P takes Q
48 R takes Q	48 P to Kt 5 [3rd hour]
49 R to Q Kt 2 (n)	49 P to B 4
50 R to K B 2	50 R to Q 6
51 R to B 2	51 P to Kt 3
52 R to K 6	52 P to Kt 6
53 R to Q Kt 2	53 P to B 5
54 R takes K P	54 K to B 3
55 R to Kt 5	55 R to Q 4
56 R takes K Kt P	56 K to B 4
57 K takes P	57 K to Kt 5
58 R to Q Kt sq	58 P to Kt 4
59 R to Kt 4 [4th hour]	59 R to Q 7
60 R to Kt 5	60 P to Kt 7
61 K to Kt 3	61 P to B 6
62 K to B 3	62 K to B 5
63 R fr Kt 5 to Kt sq	63 K to Kt 6
64 K to K 3	64 R to Q sq
65 K R to K B sq	65 P to B 7
66 K to K 2	66 K to R 7
White resigns.	

(a) A slip, Mr. Blackburne intended, as in the previous games, to play first 10 Q Kt to B 3.

(b) If 14 Q takes R, White wins the Queen for the other Rook by 15 Q to R 3 (threatening mate) and 16 Kt to B 3.

(c) White could not sacrifice the Knight

with any prospect of an enduring attack, *e.g.*:—

18 Kt takes P	18 P takes Kt
19 Q takes P ch	19 K to K sq
20 Kt to B 4	

(If 20 Kt to Kt 3, 20 Q to K 4; if 20 Kt to B 3, 20 Q to B 3 or B 6)

	20 Q to B 3
21 Q to B 4	21 Q to K 2
22 R takes Kt	22 B takes R
23 Q takes B	23 R to Q sq

and White will lose the Bishop.

(d) 19 Kt takes P would win two Pawns for the exchange, but the position would be simplified so much that Black ought to win easily.

19 Kt takes P	19 P takes Kt
20 Q takes P ch	20 K to K sq
21 R takes Kt	21 B takes R
22 Q takes B	22 R to Q sq
25 Q to K 4 ch	25 K to B sq
26 B to Q 3	

(If 26 B to B 3, or 26 P to K R 3, then 26 R to K sq.)

	26 P to K Kt 3
	and 27 K to Kt 2

(e) White, being two Pawns behind, must keep up the attack, but the course chosen can but precipitate defeat.

(f) A powerful rejoinder: White must now either change Queens, leaving the opponent with four Pawns for the sacrificed exchange, or proceed with the attack with scanty forces.

(g) A hasty move. After 31 K to K 2, 32 B to B 4 or Q 5, 32 R to K B sq, White could hardly do anything but resign.

(h) Mr. Blackburne avails himself of this chance in his best style. The struggle against the terrible odds deserved success.

(i) Black's move must lose one of his Knights, but it prevents the breaking up of his Queen's flank by P takes P, which would prove very unpleasant.

(k) Well worthy of consideration was 36 Q to B 5, which may be illustrated by two continuations:—

	36 Q to B 5
37 P tks Kt (or A)	37 Q to Q B 5
38 Q to K 3	38 Q to B 3 ch
39 K to Kt sq	39 K to B sq
40 Q to K 7	40 Q to B 4 ch
41 K to R sq	41 Kt to Q sq

A.

37 Q R to K sq	37 Q to B 5
38 Q takes Q	38 P takes Q
39 R to K 8 ch	39 K to Q 2
40 R takes R	40 Kt to Q 5

and Black's Pawns must win.

(l) 41 Q to Q 5, a move suggested by Mr. Potter, offered some chances of a draw, *e.g.*—

41 Q to Q 5	41 P to B 3

Is there anything better?

42 Q to Q 4	42 R to R 5
43 Q to Kt 6 ch	43 K to K sq
44 R takes R	44 P takes R
45 Q takes Kt P	45 Q takes P ch

and Black should win, with great care, but the struggle is a long and difficult one.

(m) If Black does not submit to a draw, he must give up a piece either in the way chosen or by 46 R to K 8.

(n) An attempt to cut off the adverse King from his Pawns. I do not think, that any line of play could save the game, *e.g.*—

49 R to B 7 ch	49 K to Kt 3
50 R fr Kt 6 tks Kt P	50 R to R 2
51 R to K 7	51 P to B 4
52 R tks K P (or X)	52 P to Kt 6
53 R to Kt 3	53 R to R 6

[If 53 P to B 5, White replies R from Kt 3 to Kt 5], and White cannot stop the advance of the Pawns much longer.

X.

52 R to K 6 ch	52 K to Kt 4
53 R fr K 6 to K 7	53 P to B 5
54 R takes Kt P ch	54 R takes R
55 R takes R ch	55 K to R 5
56 K takes P	56 P to B 6
57 R to Q B 7	

If 57 K to Kt 4, 58 P to B 7, and 59 P to Kt 6.

	57 K to Kt 6
58 K to Kt 4	58 K to B 7
59 K to B 3	59 P to Kt 6
60 K to K 4	60 P to Kt 7

GAME 164.

Vienna Opening.

White. W. Steinitz.	Black. J. H. Blackburne.
1 P to K 4	1 P to K 4
2 Kt to Q B 3	2 B to B 4 (a)
3 P to B 4	3 P to Q 3
4 Kt to B 3	4 Kt to K B 3
5 B to B 4	5 Kt to B 3
6 P to Q 3	6 P to Q R 3
7 P to B 5	7 P to R 3
8 P to K R 3	8 Q to K 2
9 P to R 3	9 P to Q Kt 4
10 Kt to Q 5	10 Kt takes Kt
11 B takes Kt	11 B to Kt 2 (b)
12 P to Q Kt 4	12 B to Kt 3
13 P to Q R 4	13 Q R to Kt sq (c) [1st hour]
14 P to B 3	14 Kt to Q sq
15 B to Kt 3	15 P to Kt 3 (d)
16 P to Kt 4	16 P to K R 4
17 R to B sq	17 R P takes P
18 K R P takes P	18 K Kt P takes P
19 Kt P takes P	19 P to K B 3
20 Q to K 2 [1st hour]	20 Q to Kt 2
21 B to K 3	21 B takes B
22 Q takes B	22 Q to R 3 (e)
23 Q takes Q	23 R takes Q
24 K R to Kt sq	24 P to Q 4 (f)
25 K P takes P	25 K to K 2
26 K to B 2	26 Kt to B 2
27 R to Kt 7	27 R to K B sq (g) [2nd hour]
28 P takes P	28 K to Q 3 (h)
29 P takes P	29 B to R sq
30 P to R 7	30 B to Kt 2
31 R takes Kt (i)	31 R takes R
32 R to R 6 ch	32 K to Q 2
33 B to R 4 ch	33 K to K 2 (k)
34 R to K 6 ch	34 K to B sq
35 B to B 6	35 B to R sq
36 R to K 8 ch	36 K to Kt 2
37 R takes B	Resigns.

(a) This reply leads to the King's Gambit declined, where the first player generally obtains the command of the board.

(b) 11 B to Q 2 was not very satisfactory, but preferable.

(c) If 13 P takes P, White may reply 14 P to B 3.

(d) Black's position is terribly cramped, but this attempt to open the game on the King's side, Black's weak part, must prove ruinous.

(e) Not promising, but almost forced.

(f) Mr. Steinitz rightly points out that the move in the text, or R to R 2, was absolutely necessary. In the latter case he proceeds with 25 R to Kt 8 ch, 25 K to K 2, 26 P takes P, 26 P takes P, 27 R to R 7, 27 Kt to B 3 (?), 28 R takes R. I fail to see why Black should throw away a piece on his 27th move, when he can obtain a defensible position by 27 R to Q R sq. White should, however, win, after 24 R to R 2, 25 R to Kt 8 ch, 25 K to K 2, by 26 K to B 2, and 27 Q R to K Kt sq.

(g) 27 P takes P, 28 B to B 4, 28 R to K B sq, was much better. The move in the text throws away two Pawns for nothing.

(h) If 28 P takes P, White wins by 29 R to Q R 7.

(i) The ending is beautifully played by Mr. Steinitz.

(k) If 33 K to B sq, White mates in 6 moves; if 33 K to Q sq, he rejoins 34 B to B 6.

No. 119.—DOUBLE DUMMY PROBLEM.

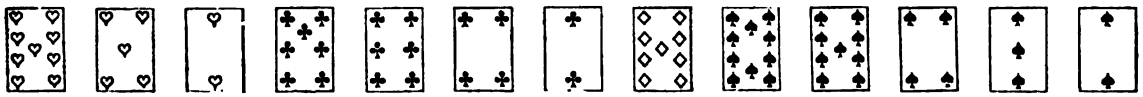
By Mr. F. H. Lewis.

A's Hand.

X's Hand.

B's Hand.

Z's Hand.



From actual play. Clubs Trumps. A to lead. How many tricks can A and B make?

SOLUTION to DOUBLE DOUBLE PROBLEM, No. 118.

By Mr. W. Nash.

1. A leads Club 10; B passes it; won by Z.
2. Z leads trump; A puts on 8; won by B.
3. B leads Diamond 2; won by A.
4. A leads trump (the 9); won by Z.
5. Z leads Diamond; won by A.
6. A leads Diamond; won by A.
7. A leads Heart 6; won by B, with Ace.
8. B leads Diamond 5; A discards Heart 7; won by B.
9. B leads Spade; won by A.
10. A leads Club 4; won by B.
11. B leads Spade; won by A.

A makes last two tricks in Spades.

Notes.

It seems to be immaterial whether B takes or passes the first trick, for in either case Z is compelled to lead once from a suit other than trumps.

Correct Solutions by W. Nash, Etak, Lex, J. H. B., West End, Small Trump, J. W. C., W. W. Temple, Anonymous (no initial nor address), Pembridge, B. L., Brighton, W. J. S., Grove Park, Trumps, A. H. H., C. C. P., Richmond, Bagdad, and E. W. E. All others wrong.

NOTES TO WHIST HAND, No. 238.

By E. J.

Trick 8.—A, leading the Queen of Hearts up to the Knave, turned up by the fourth hand, shewed great weakness in that suit, patent to all the players, from the cards they respectively hold in it: he had, therefore, one or no more of them, most probably the latter, especially as at tricks 4 and 5 he ceased to lead them. Z could not be blamed for over-trumping B's Heart 6 with the Knave, as his (Z's) partner might have had the King. Trick 9.—Surely Z ought to have led the 13th Club, for if A had no more trumps, X would discard to it, and as this trick would have saved the game if B passed it, the last player must have trumped it, and so have been compelled to have come up to X, fourth hand; or if A had another trump, which he would naturally put on, X would have had the option of either over-ruffing or discarding a Spade, as it best suited his hand. In either case X must have made one trump, and thus have saved the game. Again,—B's ruffing his partner's best Diamond, in the previous trick, clearly proved he had great strength in trumps, especially as he was evidently finessing to get out the Knave behind him; of course, if B had nothing but trumps left, the game must have been lost by X and Z, unless X had the King. This hand is an excellent illustration of the too rapid pace with which Whist is now played at (and which has been so often commented upon by the Editor of these Papers) as it only required a moment's reflection for so fine and ready a player as Z, in this case, to have led the proper card.

JOTTINGS.—"MANGLING DONE HERE."

We do not refer to the horrors of the battle field, nor to the useful domestic institution immortalised by the great Mantalini, but to the system of torture inflicted in the card room. As a simple looker on we are lost in amazement at the amount of misery men inflict on their fellow creatures. One fancies that we are in the operating room of a London hospital. That a horrid genii has seized some stragglers, and forced them to be experimented upon, on condition that they shall be permitted to return the compliment. The knife is hardly withdrawn, warm from the body of one victim, before it is plunged into another. Tortures are sometimes premeditated, but more often they arise from inattention, carelessness, and ignorance. Some sit down to play Whist without any knowledge of the game. They might practise at home. If one mounts his steed for the first time, it would be somewhat unfair to the other riders if he commenced his career in the Grand National. Yet, comparing small things with great, this is what the ignorant Whist player does. It is true, he cannot at the Whist table break any-one's neck. Look at this player. His eyes with frenzy roll over the room; at the ceiling, down on the floor. Steadfast only when he looks at his own hand—the only place where his eye should not rest. This is the first lesson a young player should learn. If the eye is so restless that it must look at this player and that, at this end of the room and that, it is much better to abandon Whist at once; it is not your occupation. But the player to whom we refer has been indulging in what he is pleased to call Whist for many a long year, and has never succeeded in keeping that restless organ on the table for the third part of a hand. Yet he plays for his own and his partner's money. The absence of intelligence we cannot help. Inattention is unpardonable when another's welfare is at stake. If we could establish a Whist Bee, we doubt (if the players were examined without notice) whether in the middle of a hand one-half of the players could tell the trump card. We saw a player lose a rubber a short time ago. He had a Heart (all the trumps were out), and his partner had all the rest of the Hearts palpably in his hand. His partner said, "We had every trick. You knew I had all the Hearts, and yet you would not lead one." This is scarcely a fair way of putting it. We often hear men say, "You knew I had so and so," but the fact is (as in this case) the player knew nothing about it. He had no more notion of the position of the Hearts than of any other card. He has not the faculty to infer. A player may reason incorrectly, but some do not reason at all. Thus, A leads Ace in a plain suit, and follows with another round. Second hand wins with the King, and returns the suit. The now second player (A's partner) has none of the suit, and with a strong trump hand he puts on the trump 2. With a strong hand he trumps a doubtful card, doubtful we mean from his point of view. He did not stop to realise what A had led from. He does not attempt to place himself in his partner's position. He might have reflected and said, "What does the lead of Ace and another mean?" My partner is of one school or the other. He may have led Ace and another, desiring to trump. Bad play, we think; but there are players who thus play, and we must take men as we find them. If he be of the ruffing school, surely it would be good policy to let him trump instead of my so doing, and in the meantime by my discard I can tell him my suit. But he may further reason, "An Ace and another originally led should mean my partner has five of the suit. If so, there is no reason why he should not have the Queen, why, therefore, with my strong hand, should I trump a doubtful card?" Some such reasoning as this should pass through his mind. It is but the work of a second, and the result either way should be to induce the player to avoid doing what he did do, viz., trump and get over-trumped. The first Whist lesson we have said, should be to keep your eye on the table, not to let the attention be drawn to other parts of the room, and not to let the eye rest on your own cards. The last defect is the reason for many of the stupid things we see committed at Whist by men of intelligence. The second lesson is to attempt to reason. A bad reason is better than none at all; with practice, the reasoning faculty should become sharpened, and that which is at first an effort will become mechanical. Let us not be misunderstood. The reasoning process must take place in the player's mind. It must not break out into fervid declamation or testy argument, and the third lesson to be drawn from the above example is the value of a discard.

The best players have not yet fully realized this most difficult subject. The number of games won and lost by a discard is incalculable. In the case before us we have the discard in its most simple form, it at once directs A's attention to B's suit, and the knowledge of that suit governs the play during the remainder of the hand. When a player once realizes the value to him of a discard, he may be induced to think of the value of a discard to an opponent; thus, when a player passes a winning card he knows we suppose that he is giving away a trick, but does he reflect that he may be doing much more than that. The discard that the third player may make will tell his partner what to do, and in like manner again direct the remainder of the game. The players who are so stingy that they will not sacrifice one of their trumps on a winning card seldom become good Whist players. It is much better to play a small trump with the certainty that it will be over-trumped than to let the trick go. The same stinginess often loses a game when the second player will not cover the second best of a suit because he knows the third player will trump. The third player does not trump, partly because he suspects the second player is holding up, or because he thinks his partner desires to clear the suit, or lastly, because the player can get a good discard. The odd thing about this is that the stingy player, who

will not sacrifice one of his trumps or good cards, is the player of all others that does not hesitate to sacrifice his partner's cards. He who is a screw with his own is the most venturesome with his partner's. This style of player, with weakness in trumps, is sure to lead trumps. Will they never realize that the cards of their partner are for the purpose of the game, their own cards; that they play with 26 cards on their side, and not 13 only. There is a little point in play that weak players do not seem to understand. A player leads originally for a ruff, and he finds (happy man) his partner with the command of the suit, and the leader gets two discards. The case we saw was this:—A led a single Spade, his partner had Ace, King, Queen, and A got rid of the 10 and 9 of Diamonds. By the fall of the cards the last player cannot have another Spade, so that B knew that if his partner trumped he would be over-trumped. To continue the Spade was bad play, B had the Diamond Ace, and he could have led that and followed with another; when A would have had a better chance for the ruff; or he could have led the plain suit, which is presumedly his partner's; or he could have led trumps, seeing that A could only have two suits and one Diamond, Queen or Knave, or two Diamonds, Queen Knave or King Knave. It would seem improbable that a player would lead a singleton with a suit of King, Knave, 10, 9, or Queen, Knave 10, 9, and of course in such matters we must be guided to some extent by our knowledge of the players; because there are old fashioned and new fashioned players. The one will lead the singleton to make a trump, and the other would only venture on a singleton when he has great strength in trumps; but neither school ever lead the singleton with a four suit, such as King, Knave, 10, 9, or Queen, Knave, 10, 9. We should therefore expect to find that A's original hand consisted of single Spade, three Diamonds to the Knave, four trumps all small, and five of the other suit, so small that the player calculated that by no possibility could he establish the suit. Then having got three tricks and Ace of Diamonds for the fourth, we should have been inclined to go for the fifth on the Diamonds. Our partner has asked to be forced, and we can force him with greater advantage in Diamonds than we can in Spades. We do not say this is good play, but by analogy we are justified in the force, and the force in the one suit is clearly better than in the other. It is useless to tell any player that, except in critical positions, it is seldom any use in passing a King in a plain suit having the Ace. If men will not learn this by pocket experience, they will not learn it from our preaching or from reason. It seems equally useless to protest against one partner taking another's trick without weighty reason, and without an accurate knowledge of the position of the cards. As to forcing without justifiable strength, this is too sore a point to be touched upon. The player of six years old should occasionally look to the score, but we are satisfied that players of sixty years and upwards often fail to do so, and as to clearing the partner's suit, and getting out of his way, one would fancy the players had been brought up on the top of a 'bus, where the chief business and pleasure in life seems to consist in blocking the way. If we add that those players who pretend to understand the value of the discard generally reverse their theory in practice; they are afraid to lead a winning card, because some one will get a discard; we think we have suggested and recalled as many subjects of torture as were ever invented in the Middle Ages.

AVERAGE PLAYERS.

To the Editor of THE WESTMINSTER PAPERS.

THERE are a class of persons commonly described as "fair average Whist players." You may have met them; if not, you will recognise them from the following description: They have mostly played Whist, or think they have, for from 30 to 120 years—I don't think I have come across more than three who have exceeded the latter period, and even they were exceptions—they despise any one who has read a book on Whist, and consider him mechanical, themselves being bound hand and foot to half-a-dozen cast-iron rules, mostly wrong. I heard one of them rejoicing once that Mr. Clay was dead, on the mistaken ground that he did hope now he had heard the last of him. They detest Cavendish still more, though how he has injured them, who have never even seen his book, it is difficult to say. They are intensely superstitious, believe in numerous fetiches, and when they lose a rubber at once attribute it to some malignant influence of the cards and seats; if they have deliberately thrown it away themselves they are still of that opinion. With regard to their play—

(1) They lead singletons when weak in trumps and the game in no apparent danger; if they make a trump, which they might have done with equal certainty when the suit was led by somebody else, they are apparently much gratified; the effect on the mind of their partner is of no consequence.

(2) With two small trumps and a bad hand they lead a trump, and assign, as a reason, that their adversaries are at three, and that is the only way to save the game.

(3) When second player they never omit to ruff a certain trick of their partner's if weak in trumps, on the ground that it is the only chance of making a trump, thereby announcing loudly their weakness to their adversaries, and preventing their partner from developing any game he may have; even if moderately strong in trumps there is no certainty that they will not do this.

(4) They pass a winning card of the adversaries, if there is any possibility of being over-ruffed.

(5) They usually trump any winning card of their partner's below a ten, and below a seven invariably, whether any one else followed suit the round before or not; unless very strong in trumps, when they will trump nothing for any consideration, they would sooner lose the game.

(6) They decline to return their partner's trump for several curious reasons. I. Because an honour being turned up to their right it is impossible for them to do so. II. Because they won with a Queen, and were afraid of killing their partner's King. If they won with a Knave, because the entire strength of trumps must be with the right hand adversary—the triumphant way in which he will make this remark is in itself almost enough to prove the average Whist player. III. Because they are able to ruff the suit on account of which their partner led trumps. IV. Because they thought their partner had no more, and many similar reasons.

(7) If with King, Queen and another of their partner's lead they make the Queen, they will carefully wait for hours in order to make the King. Those of them who by many years' practice have become skilful in annoying their partner, play the King first and then wait, but they are a rather superior class.

(8) With the adversary leading trumps they open a new suit every time they get in.

(9) They occasionally notice their partner's discard, but are compelled to lead that suit because they have a tenace in it and only two small ones in the suit asked for.

(10) If by any chance they see a call for trumps they always select the card most likely to deceive their partner as to what trumps they hold.

Now, will you kindly explain to these worthy people that all this is really not Whist, and that a better style of play might easily be acquired by, say, six hours a day steady practice for ten or fifteen years, without any necessity for reading any book at all.

You may enquire why, if they pay no attention to Moses and the Prophets, they should attend to you? Why, I am unable to say, but there is the undeniable fact that they do draw some line between a book and a periodical. In abstruse disputes, such as what is a revoke? is it a misdeal? they never think of looking at the rules of Whist, they don't believe in them, but they are always willing to refer the matter to the WESTMINSTER PAPERS. Again, I have often seen the average player with the Papers in his hand; that he was reading them I am not certain, but that shows they are not repugnant to his feelings, and I really think if you were to put the matter to them nicely they might alter their play to some extent, and it is quite unnecessary to specify what any alteration must be.

PEMBRIDGE.

ECARTÉ.

THE table of hands we have given is to be used for reference, and although it might be considerably extended, yet it would be at this disadvantage, that the strain on the memory would be too great for practical use. We have gone into such full detail as to the method of calculation, that any one really interested can continue the calculations for himself if, after the following remarks, he thinks it would be useful to him. It now remains for us, before commencing the calculations for the dealer, to show how the first player may know, by means of the small number of selected hands we have given, whether he ought to propose or not on any of the immense number of hands that may be dealt to him.

We mentioned, in the first of these articles, that the usual rule is to play whenever the odds are two to one in favour of the first hand, and to propose when the odds are less. We must now modify this conclusion a little.

When the player first looks at his hand it is not enough for him to calculate the chance in his favour if he does not propose. We must compare this chance with that which he would have after taking cards. If the chance is less than two to one in his favour, he doubtless plays that hand at a disadvantage. But the chances may be still more against him after taking cards, even although he has not then to submit to any penalty for failing to make the point. On the other hand, although the odds may be more than two to one in his favour at first, they may be more still after changing, taking into account the absence of any penalty.

In such of the hands as we have given, as have the odds less than two to one in favour of the player, it will be found that he will probably be worse off by proposing, always considering that if his adversary takes more cards than he, he has a greater chance of holding the King. It has been pointed out to us that in two of the hands we have given in the table the chances are less in favour of the player than we have calculated, if the dealer plays in a manner different from that we had supposed. These hands are—T 7, 8, 9 and 7 in two other suits, and T 7, 8, Q 7 in one suit and 7 in another. But on full consideration we still think it would be wrong for the first player to propose on these hands, for the reasons we have just now given.

Further, it must be taken into account that the full odds in favour of the player who does not propose are always a little more than we have given in our table. For the calculations take into account only the chances

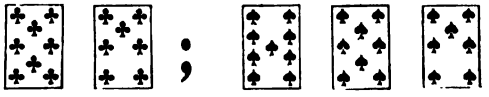
of making three tricks. The player has the additional advantage of scoring two for the vole, should he be able to make every trick, whereas the dealer gains nothing more by the vole than by the odd trick when the first player has not proposed.

It will be seen by the table that whenever the player has three trumps, he must play, and the hands are very few and easily remembered when he must play on one trump only, or on none at all. All the difficulty then occurs when the player has to decide on proposing or not with two trumps and three cards in plain suits. It will be noticed that in all the hands we have given which contain two trumps, these were assumed to be the lowest possible, and our readers may suppose, if not warned, that with better trumps they ought to play when the cards in the plain suits are of less value than those we have given. In this, however, they would be mistaken, for the following reasons :—With two trumps, unless one of them is the K, it is never right to lead trump in any of those hands about which there can be a doubt about proposing, and the player's trumps should be kept for ruffing. For this purpose the 7 and 8 are as useful as higher trumps, and for this reason the size of the trump is not taken into account. Besides, with high trump, the chances are more in the player's favour after proposing, should he take in another trump in addition to the two he holds. These considerations make it clear that the first player should propose with two trumps, whatever their value, if the cards in the plain suits are not of the value we have given in the summary as the minimum on which to play with the 7 and 8 of trump.

If one of the player's two trumps is the King, no doubt the case is different, for he will begin by leading it, and the chances may be much more than two to one in his favour with the corresponding cards in plain suits. But on the other hand, he will have so great an advantage after taking cards, especially as with the King in his hand he has no fear of giving it to his adversary—that we should always propose with K and another on the same cards in plain suits as would lead us to propose without it. Remember that it is as much in your favour to have a chance of 3 to 2 after proposing, as to have 3 to 1, with the chance of a penalty for losing the trick. The question of the vole does not enter into this calculation, as it cannot be made against you, and with three inferior cards in other suits there is an exceedingly poor chance of making it without proposing.

As we have found a very general impression among Ecarté players that strength in the trump cards may be taken as a set off for lower cards in plain suits, it will be advisable to give an example to prove that the fact is exactly the reverse of this.

Take Hand II. of the table of hands to be played by the leader—

Clubs trumps 

In this hand the chances of the leader making the odd trick without proposing are about 47 to 18, and as the dealer will score two if he gains the trick, we must consider that the dealer is at an advantage of 47 to 36 by having this hand dealt him. If he proposes, he must discard the three plain cards, and retain 7, 8 of trump. If the dealer takes only three cards, any trump he may have must be better than the 7 and 8. If he takes more he has a greater chance of taking in the K, so that the total chances in favour of the leader after taking cards on this hand would be much less than 47 to 36, probably less than an even chance.

Now let us suppose that the leader's hand is K, Q trump, 7, 8, 9 A. A little consideration will make it apparent that if the leader does not propose, the odds in his favour are just what they were before. The dealer will win in every hand with which he would have won against the smaller trump. In either case he will win with three or more trumps; two trumps and one A; one trump, 2 A or with 3 A, and in either case he will lose with any other hand. But the odds, after proposing, are now very different. The leader is now sure that his opponent cannot make the vole or take in the K. Besides, in about one-seventh of the hands possible to dealer, he will not accept, giving the leader all the chances he had before with the penalty reversed. If cards are given, the odds are very much in favour of the player who has the two best trumps as the foundation of his hand. From all this, it follows that high trumps can be no reason for not proposing with such cards in plain suits as would induce a proposal on the same number of small trumps. In the case we have just examined the size of the trump is indeed a case of proposing on a hand which should otherwise be played, but this is generally right only when the leader holds the K. In other cases, with few exceptions, one should judge of whether to propose or not by the number and not the size of the trumps.

The player will also remember that the calculation does not apply when the adversary is at the score of four. In this case the leader must play whenever there is an even chance in his favour, for the penalty is inoperative. There are also cases in which the leader should propose with much stronger cards then we have hitherto advised him to play upon. These cases occur when he holds the K of trump, and is certain to make three tricks. Should his two remaining cards be low he has no chance of the vole without proposing, and as he must win three tricks he runs no risk in taking his chance of better cards to make the vole. He has the incidental advantage too that his opponent may have so good a hand that he will not accept a card, in which case the penal score comes into operation in his favour.

In our next number we shall commence the calculation which guides the dealer as to his acceptance or rejection of the leader's proposal. The dealer's data are very different from those of the leader, and the calculation requires to be made in a different form. On the one hand he knows, when a proposal has been made, that the leader has not one of the hands on which he ought to play without proposing, on the other the advantage of the lead is so great as nearly to counteract the gain of the dealer from this knowledge.

The dealer can never be sure that his calculation as to the hands on which the leader will not propose is absolutely correct, for his opponent may propose on an overwhelming hand for the chance of a vole or a refusal; or he may have some crotchet of his own about the hand he proposes on, or he may be imperfectly acquainted with the list of stand hands.

No rule can be given which will enable the dealer to act with certainty in such cases. As to the proposal on very good hands, this will not often occur, when the dealer's hand is such that he can have any doubt about accepting. He must take his chance about these rare cases, and form his judgment without taking them into account. As to those cases in which the leader proposes when he should not, there are two courses open to the dealer, he may play on the supposition that he is opposed by the best play. This is the safer plan, and he may be assured that in the long run he will be at no disadvantage because the adversary neglects to take advantage of his best chances. Or he may modify his play to suit the knowledge he has gained, and by this means gain a greater benefit from the errors of his antagonist, if his knowledge can be depended upon, but in this course there is always a risk, for inferior players are rarely constant or consistent in their play.

As the dealer has to put out of consideration the hands on which the leader will not propose, it is necessary to know the proportion these bear to the other hands. But this proportion varies according to the hand held by the dealer himself. It is, therefore, necessary to make the calculation for each of the hands about the doubtful point. This we have done in the tables which will follow, and the hands not proposed with are given in an additional column, which we have placed before the two which show respectively the hands won by dealer and leader. It is these last two alone, however, which must be compared to show the odds in favour of the dealer in each hand. These figures without the no proposal hands will not, it is evident, amount to 65,780 as in the tables already given.

The dealer must bear in mind, and act on the remarks we have already made for the guidance of the leader about comparing the chances, before proposing with those after taking cards.

For practical use it is scarcely necessary for any player to learn both tables by heart. Notwithstanding the different mode of calculation the hands on which the dealer should stand are very nearly the same as those on which the leader should stand. In general it will be seen that the dealer may play with hands a trifle less strong than the leader. But the summary given in our February number must be learned by heart by any one who would play Ecarté without manifest disadvantage. Of course it is not necessary to remember the figures which we have given as a proof that the hands should be played, but the value of the cards must be strictly attended to.

(To be Continued.)

DRAMATIC NOTES.

THERE have been no novelties of importance during the past month, partly on account of Lent, partly, no doubt, in consequence of a certain prosperity. Mr. Burnand seems to have scored another failure in domestic drama, but to have succeeded in a farce. In fact, two new farces have been produced, a circumstance almost incredible, giving rise to a belief that theatres are in one more instance recurring to old lines. If these examples are followed, a blessing will be conferred on those playgoers who are unable to book their seats in the pit and gallery for successful plays, and who, year after year, have to listen to farces with which they are too painfully familiar. There has also been a revival of the *Stranger* at the Gaiety Saturday afternoon performances. Mr. Hollingshead, no doubt, was anxious to afford modern playgoers an opportunity of seeing a class of play now almost obsolete. Those who are well acquainted with burlesque will find authority in the *Stranger* for the well known expressions, "there are chords in the human heart, which, &c.," and "you see before you, sir, a man," and "there is another and a better world," and the *Stranger's* famous apostrophe to his tear, beginning, "Welcome, old friend." Probably no actor living, except Mr. Phelps, could have made the *Stranger* other than ridiculous. We trust it will be long before this distinguished actor retires, for he alone can show us the merits of the old school. At the same time it is possible that the old school, the school of the Kembles and Macready, has been overestimated. Another revival of a different sort has taken place at the Court, in the shape of Mr. Palgrave Simpson's adaptation of *Les Pattes de Mouche*, called *A Scrap of Paper*. It is rather spun out, the dialogue is neither very fresh nor very original in its wit, and the funny points are very often in questionable taste. But it is well acted, and appears to be a greater pecuniary success than *Broken Hearts*. It may be treason to call in question the French law, which ordains that the action of a comedy should be comprised in twenty-four hours, but, at all events, we may say that the law is strained in *A Scrap of Paper*, where the hero and heroine are introduced to each other just before lunch, and are engaged to be married by dinner time.

It may perhaps be worth while, in the absence of more particular topics, to glance at the general state of theatrical affairs and the present condition of dramatic art. The tendency of the moment seems to be towards an abandonment of the pleasures and amusements of the fireside, and to a seeking of excitement out of doors. Musical and dramatic entertainments are sought after, skating rinks are crowded, and there is the extraordinary, but no doubt ephemeral rage for spelling-bees, where infatuated members of each sex voluntarily revive, in the presence of amused spectators, the least agreeable reminiscences of childhood. We can understand that the promoters, who make money out of these entertainments, appreciate them; and that there are fussy persons to whom the offices of interrogator, referee, and so forth, are not displeasing; but that sensible people should imagine that amusement or instruction can accrue from attempting to spell medical and botanical words which they never use in private life, passes comprehension. But whilst ephemeral forms of entertainment enjoy a feverish kind of transient patronage, the theatres do not languish, and a strong interest is felt in the stage, an interest which overflows from London to the big palaces hard by, and further into the provinces, where it is to be presumed that the Beatrice company, the Heath company, the Robertson company, and various other companies, organised for the performance of the plays of Messrs. Byron, Gilbert, and others, do not find unprofitable quarters. The greatest interest is, as we have said, felt in the theatrical doings of London proper, and therefore it is no uncommon thing for London journalists to write theatrical letters to the papers of the provinces, the colonies, and New York. But, unfortunately, these writers prefer vivacity to accuracy, and in their eagerness to pander to the love of gossip, scandal, and what may be called the desire of knowing the inner history of everything which exists in the breasts of most newspaper readers, they are accustomed to draw a picture of the state of the drama in London which is neither complimentary nor true. Their general charge seems to divide itself into three heads:—first, that there is an absence of novelty and enterprise, as shown by the lack of new authors; secondly, that corruption and intrigue reign behind the curtain; and thirdly, that audiences themselves love best a corrupt and indecent form of entertainment. With regard to the second charge, it may be briefly said that the hidden machinery of motives and management which lie behind any institution or profession will not bear too close a scrutiny. The quarrels of nations, the policies of cabinets, nay, even the laws of the Church itself, as made by the Bishops in the time of the Roman Empire, are, and have been, very frequently fomented and shaped in their beginning by circumstances which will not bear inspection. It is nothing to us what springs of discord and jealousy and intrigue are at the back of a theatrical entertainment, provided the entertainment itself is worthy of support. The charge that a love of indecency, addressed either to the eye or the ear, is common to both the entertained and the entertainers, is one that cannot be met directly. That there exists such a feeling cannot be denied; but that it finds expression just now more than ten or twenty, or a hundred years ago, may be doubted. Supposing that we had no censor and no public opinion, it stands to reason that people would be found to support a theatre which would provide its patrons with *poses plastiques* and Restoration dialogue. The theatre follows more often than it sets the fashion, and the fact that it is comparatively pure is evidence that the public tone of society is in favour of outward cleanliness. There are some who hold that all society, from Belgravia to Mile End, is rotten to the core, but that, by a gross hypocrisy, the true state of things is concealed. To this we reply, that if it is hypocrisy for a man to object to speak aloud many things which he may safely think to himself, then, hypocrisy is a good thing. There are journals who, with an air of the candid castigator, paint the frailties and sins of present society in the broadest and severest colours. But when we consider that their object is not so much to punish the sinners as to extract sixpences from the pockets of the innocent but curious saints, we cannot avoid the conclusion that hypocrisy may sometimes proceed from more pure motives than candour. As for the theatres, we may say that opera bouffe, which, though a musical entertainment, usually appeals to the indecency of the eye, is very slightly represented at them. And French comedy, which is for the indecency of the ear, at present not at all. What Easter and the coming season may bring us in this respect we know not.

And now as to the first and principal charge against the present condition of affairs; that is, that there is no novelty, no art, no new author or play of conspicuous merit, whereby the stage is in a state of stagnation. We admit at once that there is no new author arisen to provide us with a splendid comedy, for tragedy is out of the question, but we deny the stagnation. On the contrary, for many years the stage has not been in so lively a condition, nor has there been such a various display of meritorious acting. That there is no new author may not arise from the low condition of art, but that we have plenty of materials at present to work on, without the aid of absolute novelty. To speak alone of merit that has achieved success, are not such opposite productions as *Othello* and *Jo*, *All for Her* and *Our Boys*, *Rip van Winkle* and *Masks and Faces*, well worthy of praise, either from the acting or the writing. All styles will command patronage when they are represented well, as by Messrs. Phelps and Irving, Mr. Jefferson and Mrs. Bancroft, Messrs. Matthews and Toole, Mr. Clayton and Miss Lee. Whilst these performers are charming us, and adorning their art, with old materials, we cannot see that the stage is in a state of stagnation because no brilliant dramatist has burst upon us. In discussing the influences which act upon the drama, fashion must not be ignored. The noble efforts of Mr. Phelps, at Sadlers Wells, made not the slightest impression on fashion and central theatrical London, but at this moment fashion, having made pets of Salvini and Irving, and being prepared to make a pet of Rossi, has decreed that Shaksperian performances should be patronised. Nor must it be forgotten that a successful

performer has an influence on the dramatic taste of the day, just as a melodrama at the Adelphi, at Drury Lane, excites a host of imitations in the East-end. During a long period the influence exercised by Messrs. Webster, Buckstone, Wigan, and others caused farce and melodrama to be the most sought-after article. Then came the influence of burlesque and opera-bouffe, and the talents of Marie Wilton and Schneider induced a host of young women who had no talent to qualify themselves to supply the prevailing demand. And now opera bouffe and burlesque have made room for a better order of things, exemplified by Shakspeare and what are called character plays, such as *Rip van Winkle* and *All for Her*. But if there had been no Irving, no Jefferson, or no Clayton, we might still be wallowing in the mire of *Madame Angot* and the rest. By all this we mean that, though it may be by mere accident, such as the caprice of fashion or the unexpected coming to the front of a number of good actors, yet still, accident or no accident, there prevails at this moment a better state of things on the stage than has been the case for some years. Puffing, though as impudent as ever, is usually confined to those plays that have been damned. The greatest puffing that has lately taken place has been over *Anne Boleyn*, *Piff-Paff*, and all the productions at Mr. Burnand's theatres. In each case there has been critical condemnation, which seems to prove that it is easier to extract a puff from a hostile than from a favourable notice.

ANSWERS TO CORRESPONDENTS.

CHESS.

E. A. (Newcastle).—You are right in all save Nos. 771, 772 and 777. Why not join our band of reviewers? Reviews should reach us by the 25th of each month, although we occasionally strain a point.

S. H. T.—We regret very much to hear of your indisposition, but hope soon to have the pleasure of seeing you out again.

W. C. (Cheltenham).—Mr. D. has been in the country. The book shall be sent on his return to town. Thanks for the score.

E. A. (Shepherds Bush).—Your three-move problem is held over until next month.

C. R. B. (Dundee).—We fancy we understand the subject better than you give us credit for.

C. B. (Olmutz).—Thanks for the problems, which shall have our best attention. We hope you will continue to favour us with contributions.

Games 156 and 157 were not noted by Herr Zukertort.

SUNDAY REPUBLIC.—We received 2 copies of your issue of the 27th February. This is the first number we have received. Oblige us by sending back numbers containing the Chess column.

WHIST.

W. C. (*Blue Peter.*)—I hold with the lead six trumps, Ace, King, Knave, 9, 4 and 2. My partner turns up the Queen I lead a small trump to enable him to make his Queen. He tells me I have played wrong, that I should have played King, then Ace, even if I had drawn his Queen. Which play is right?—*Ans*, We should lead the small trump. To have got the lead W. C. must have won one trick already, and it is somewhat difficult to prevent him, with the aid of his partner's Queen, getting six other tricks. Seven tricks and four by honours usually make game.

R. O. (*Leading.*)—A and B are partners. Diamonds are trumps, with the King turned up on A's right. A to lead from following hand :—5 trumps, best the 8, 3 small Hearts, 3 Spades, best the Knave, and Knave and another Club. *A led one of his Knaves.* At the end of the hand A's partner blamed him for not beginning by leading a trump, and B defended his lead by contending that it was too dangerous, with his hand, to lead up to the King turned.—*Ans.* We should lead a trump. The leader has to play for his partner's hand alone in plain suits. If he opens any suit he may hit on the right one, but the odds are against him.

C. A. C.—A omitted to play to a trick, and after he had played to the succeeding trick found out his omission. The adversaries declined to allow him to correct it, and at the end of the hand asserted their right to claim a new deal. A and his partner refused to accede to this demand, on the ground that the penalty must be claimed when the error was discovered. Were the adversaries of A entitled, under the circumstances, to claim a new deal after the hand was played out?—*Ans.* When the error was discovered, the adversaries of A could have demanded a fresh deal. They cannot go on to the end of the hand and take the chance of gain, and then turn round and insist on a new deal. The election to go on took place as soon as it was known that A had not played to the trick, and the adversaries played again.

H. A. W. (*2nd hand*).—With Ace, Queen, 10, 2nd hand, when a small card is led, the orthodox card is the Queen. Knave led, play the Ace.

F. and S. (*Dealing*).—If in dealing you place the cards in order, beginning at the left, 1, 2, 3, 4, 5, or place the 5th card on the 4th, you can take up the 5th card in either case, and put it in on 1. If the 6th card is dealt the error cannot be rectified.

D. and M. P. (*a revoke*).—Take three of your adversaries tricks, and add them to your own.

C. B. B. (*Cut, Misdeal*).—Confusion of the cards. The subject was discussed, with the assistance of the late Mr. Clay, at p. 162, of vol. 3. We can add nothing to that article, which fully answers your question.

J. W. S. (Pernambuco).—We have written by post. Many thanks for your elaborate article.

DOUBLE DUMMY.

A. H. H.—Solutions should reach us by the 25th of the month. Would have written to you, but could not read the name of your town.

E. W. E.—The object is to win. If by deep finessing, or any other method, you can make more tricks, you will do so. At Whist, when the position of the cards is known, you pursue the same tactics. A deep finesse at Whist is only justifiable when the position is known, or when to win or save the game the finesse must come off. There is no fear of the Whist player being spoilt by Double Dummy.

POKER.

L. — There is a limit to chaff at Poker. Some chaff is allowed at all periods of the game, but you must not chaff about the stakes. You may say anything to induce the players to believe that you have a good or a bad hand, but you must not say you will play or see the cards without meaning what you say. If the limit is £10, and you say you will go £20 (not meaning it), that is illegitimate chaff, because you may thereby induce the second player to say, "And £10" better, and thus expose the second player's hand to those behind him. We are inclined to think that if you said £20 better, you are bound to go the limit £10.

PENDRYL HALL, SCHACHZEITUNG, SIDNEY MAIL, SUNDAY REPUBLIC, TURF, FIELD and FARM, and OTHERS.—Please address "Care of W. W. Morgan, 67 Barbican, E.C."

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